

INPUT PORT [0] (INMAP0)	
[D7]	STROBE SIGNAL OUTPUT FROM MAIN CPU
[D6]	UNASSIGNED
[D5]	UNASSIGNED
[D4]	UNASSIGNED
[D3]	POWER DOWN SIGNAL
[D2]	UNASSIGNED
[D1]	UNASSIGNED
[D0]	UNASSIGNED

F I G. 5

CONTROL OUTPUT PORT [0] (CNTMAP0)	
[D7]	SOUND MUTE CONTROL OUTPUT
[D6]	UNASSIGNED
[D5]	UNASSIGNED
[D4]	UNASSIGNED
[D3]	UNASSIGNED
[D2]	UNASSIGNED
[D1]	LIQUID CRYSTAL DISPLAY PROBE OUTPUT
[D0]	WATCHDOG TIMER RESET

,	COMMAND RECEIVE PORT		
[HIGH	HER HIERARCHICAL LEVEL] (COMHMAP)		
[D7]	DATA D15 OUTPUT FROM MAIN CPU		
[D6]	DATA D14 OUTPUT FROM MAIN CPU		
[D5]	DATA D13 OUTPUT FROM MAIN CPU		
[D4]	DATA D12 OUTPUT FROM MAIN CPU		
[D3]	DATA D11 OUTPUT FROM MAIN CPU		
[D2]	DATA D10 OUTPUT FROM MAIN CPU		
[D1]	DATA D9 OUTPUT FROM MAIN CPU		
[D0]	DATA D8 OUTPUT FROM MAIN CPU		

COMMAND RECEIVE PORT		
[LOWI	ER HIERARCHICAL LEVEL] (COMLMAP)	
[D7]	DATA D7 OUTPUT FROM MAIN CPU	
[D6]	DATA D6 OUTPUT FROM MAIN CPU	
[D5]	DATA D5 OUTPUT FROM MAIN CPU	
[D4]	DATA D4 OUTPUT FROM MAIN CPU	
[D3]	DATA D3 OUTPUT FROM MAIN CPU	
[D2]	DATA D2 OUTPUT FROM MAIN CPU	
[D1]	DATA D1 OUTPUT FROM MAIN CPU	
[D0]	DATA DO OUTPUT FROM MAIN CPU	

LIQUID CRYSTAL DISPLAY COMMAND	
	TRANSMISSION PORT (LCDMAP)
[D7]	DATA D7 OUTPUT TO IMAGE DISPLAY CPU
[D6]	DATA D6 OUTPUT TO IMAGE DISPLAY CPU
[D5]	DATA D5 OUTPUT TO IMAGE DISPLAY CPU
[D4]	DATA D4 OUTPUT TO IMAGE DISPLAY CPU
[D3]	DATA D3 OUTPUT TO IMAGE DISPLAY CPU
[D2]	DATA D2 OUTPUT TO IMAGE DISPLAY CPU
[D1]	DATA D1 OUTPUT TO IMAGE DISPLAY CPU
[D0]	DATA DO OUTPUT TO IMAGE DISPLAY CPU

F I G. 9

	SOUND OUTPUT PORT (SUNDMAP)
[D7]	SOUND OUTPUT D7
[D6]	SOUND OUTPUT D6
[D5]	SOUND OUTPUT D5
[D4]	SOUND OUTPUT D4
[D3]	SOUND OUTPUT D3
[D2]	SOUND OUTPUT D2
[D1]	SOUND OUTPUT D1
[D0]	SOUND OUTPUT DO

RECEIVE COMMAND CODE		
COMMAND CODE	DATA VALUE	DESCRIPTION
MCMD_MAX	00FH	MAXIMUM COMMAND CODE OUTPUT FROM MAIN CPU
MCMD_INIT	001H	PRESENTATION INITIALIZATION COMMAND CODE
MCMD_DEMO	002H	DEMONSTRATION DISPLAY COMMAND CODE
MCMD_MDIN	003H	GAMING TOKEN INSERTION COMMAND CODE
MCMD_NMST	004H	COMMAND CODE FOR STARTING GAME DURING NORMAL GAME
MCMD_RBST	005H	COMMAND CODE FOR STARTING SPINNING OF REELS DURING RB
MCMD_BBST	006H	COMMAND CODE FOR STARTING SPINNING OF REELS DURING BB
MCMD_RLSP	007H	STOP REEL COMMAND CODE
MCMD_NHIT	H800	GENERATION (ALL REEL STOP) COMMAND CODE
MCMD_JHIT	009H	GENERATION-OF-JACKPOT-GAME COMMAND CODE
MCMD_POFN	00AH	PAYOUT COMPLETION COMMAND CODE
MCMD_BNST	00BH	COMMAND CODE FOR INSTRUCTING CHANGING OF STATUS OF BONUS GAME
MCMD_BBFN	00CH	BB END OPERATION COMMAND CODE
MCMD_ERR	00DH	ERROR PRESENTATION INSTRUCTION COMMAND CODE
MCMD_PSEL	00EH	COMMAND CODE CONCERNING TYPE OF PRESENTATION RENDERED BY MAIN CPU
MCMD_SUND	00FH	SOUND PRESENTATION INSTRUCTION COMMAND CODE
ERRN_MAX	00FH	ALLOWABLE NUMBER OF CONTINUOUS RECEIVE ERRORS

FIG. 11

01H	PRESENTATION INITIALIZATION	
	NONE	

F I G. 12

02H	DEMONSTRATION DISPLAY
	NONE

F I G. 13

03H	INSERT GAMING TOKEN
	NUMBER OF TOKENS TO BE INSERTED
	FOR JACKPOT GAME (1-3)

04H	START GAMES DURING NORMAL GAME
	TYPE OF GENERATION
b7	ВВ
b6	RB
b5	REPLAY OR RB DURING BB
b4	DIAMOND
b3	DRAGON 2
b2	DRAGON 1
b1	FOUR CHERRIES
bO	TWO CHERRIES

F I G. 15

05H	START SPINNING OF REELS DURING RB
NUMBER OF AVAILABLE RB GAMES,	
	NUMBER OF AVAILABLE RB OPERATIONS
b7	
b6	
b5	NUMBER OF AVAILABLE RB GAMES (12-1)
b4	NUMBER OF AVAILABLE RB GAMES (12-1)
b3	NUMBER OF AVAILABLE RB GAMES (12-1)
b2	NUMBER OF AVAILABLE RB GAMES (12-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)
bO	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)

F I G. 16

06H	START SPINNING OF REELS DURING BB	
	NUMBER OF REMAINING BB GAMES,	
	NUMBER OF AVAILABLE RB OPERATIONS	
b7	TYPE OF BB (0/1= WHITE 7/RED 7)	
b6	NUMBER OF REMAINING BB GAMES (30-1)	
b5	NUMBER OF REMAINING BB GAMES (30-1)	
b4	NUMBER OF REMAINING BB GAMES (30-1)	
b3	NUMBER OF REMAINING BB GAMES (30-1)	
b2	NUMBER OF REMAINING BB GAMES (30-1)	
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1)	
ь0	NUMBER OF AVAILABLE RB OPERATIONS (3-1)	

07H	REEL STOP
	STOP REEL INFORMATION
b7	•
b6	
b5	
- b4	
b3	
b2	3RD STOPPAGE
b1	2ND STOPPAGE
bO	1ST STOPPAGE

F İ G. 18

08Н	ELECTIONS EXCLUSIVE OF GENERATION	
	OF JACKPOT GAMES	
TYPE OF GENERATION		
b7	RB(01), WHITE 7(10), RED 7(11)	
b6	RB(01), WHITE 7(10), RED 7(11)	
b5	REPLAY OR RB DURING BB	
b4	· DIAMOND	
b3	DRAGON 2	
b2	DRAGON 1	
b1	4 CHERRIES	
bO	2 CHERRIES	

FIG. 19

09Н	GENERATION OF JACKPOT GAMES	
,	NUMBER OF AVAILABLE ELECTIONS (8 TO 1),	
	0 DEPICTS FAILURE	

OAH	COMPLETION OF PAYOUT
	NONE

овн	INSTRUCTION FOR CHANGING STATUS OF BONUS GAME		
оон	RB COMPLETED		
0111	START BB1-2		
01H	(RB PERFORMED DURING BB IS COMPLETED: WHITE 7)		
0011	START BB2-2		
02H	(RB PERFORMED DURING BB IS COMPLETED: RED 7)		
0211	START BB3		
озн	(RB PERFORMED DURING BB IS COMPLETED: COMMON)		
0411	BB TERMINATION 1 PRESENTATION INSTRUCTION		
04H	(NORMAL END)		
05H	BONUS TERMINATION 2 PRESENTATION INSTRUCTION		
USH	[RB 1 OR 2 ENDED WITH PUNCTURES (FAILURES)]		
06Н	BONUS TERMINATION 3 PRESENTATION INSTRUCTION		
UOH	[RB 3 ENDED WITH PUNCTURES (FAILURES)]		
07H	BONUS TERMINATION 4 PRESENTATION INSTRUCTION		
U/H	[ENDED WITH PUNCTURES (FAILURES) DURING NORMAL GAME]		

FIG. 22

0CH	OPERATION AT THE END OF BB
оон	COMPLETION OF WAIT FOR GAME STOP
UUH	TIME AFTER COMPLETION OF BB
01H	SETTLEMENT OPERATION
02H	PLAY-OUT OPERATION

ODH	ERROR INSTRUCTION
00H	CANCEL ERROR STATUS
01H	INSERTED TOKEN PASSAGE TIME ERROR
02H	INSERTED TOKEN PASSAGE CHECK ERROR
03H	GAMING TOKEN AUXILIARY STORAGE FULL ERROR
04H	INSERTED TOKEN REVERSE-MOVEMENT ERROR
05H	HOPPER EMPTY ERROR
06H	HOPPER JAM ERROR
07H	ILLEGAL HIT ERROR

0EH	TYPE OF PRESENTATIONS TO BE PERFORMED BY MAIN CPU
	TYPE OF PRESENTATION
b7	
b6	
b5	
b4	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
ь3	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b2	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b1	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
bO	GAME START SOUND (0/1=START SOUND 1/2)

OFH	SOUND PRESENTATION INSTRUCTION			
15H	REEL SPINNING DISABLE SOUND (4.1 SECONDS)			
1611	GENERATION-OF-BB-EXPECTATION SOUND			
16H	(REEL <i>LI-ZHI</i> SOUND 1)			
4711	GENERATION-OF-BB-EXPECTATION SOUND			
17H	(REEL <i>LI-ZHI</i> SOUND 2)			
4.011	GAMING TOKEN PAYOUT SOUND 1			
18H	(TRANSMITTED AT SETTLEMENT)			
1011	GAMING TOKEN INSERTION SOUND 1			
1DH	(WHEN CREDIT IS ADDED)			
02H	SPINNING DISABLE SOUND, PAYOUT SOUND MUTE			

	DISPLAY CONTROL CODE		
COMMAND	DATA	DESCRIPTION	
CODE	VALUE	DESCRIPTION	
DSP_STX	0D6H	COMMAND TRANSMISSION START CODE	
DCD INIT	001H	LIQUID CRYSTAL DISPLAY ERASURE	
DSP_INIT	00111	(INITIALIZATION COMMAND)	
DSP_DEMO	002H	DEMONSTRATION DISPLAY	
DSP_REEL	003H	REEL SCREEN DISPLAY	
DSP_NSTR ·	004H	START SPINNING OF REELS ON NORMAL REEL SCREEN	
DSP_SSTR	005H	START SPINNING OF	
DSP_SSTR	00311	INTERNALLY-NOTIFIED-STATUS REEL SCREEN	
DSP_NLSP	006H -	STOP LEFT REEL ON NORMAL REEL SCREEN	
DSP_RECH	007H	LI-ZHI PRESENTATION INSTRUCTION	
DSF_RECTI	00711	(STOP ON NORMAL REEL SCREEN)	
DSP SSTP	008H	STOP REELS ON INTERNALLY-NOTIFIED-STATUS	
D01 _0011		REEL SCREEN	
DSP_NHIT	009н	GENERATION OF SMALL-JACKPOT COMBINATION	
DOI _MIN		ON NORMAL REEL SCREEN	
DSP_SHIT	00AH	GENERATION OF SMALL-JACKPOT COMBINATION	
		ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN	
DSP_BHIT	00BH	GENERATION OF BONUS	
DSP_BSTG	00CH	BONUS STAGE DISPLAY	
DSP_RSTR	00DH	START SPINNING OF REELS DURING RB	
DSP_JHIT	00EH .	JACKPOT WINNING PRESENTATION	
DSP_BSTR	00FH	START SPINNING OF REELS DURING BB	
DSP_BNHT	0010H	SMALL-JACKPOT COMBINATION WINNING IN	
DOF_DIVIDI	. UUTUH	NORMAL GAME DURING BB	
DSP_BRHT	011H	GENERATION OF RB DURING BB	
DSP_ERR	012H	ERROR SCREEN DISPLAY	
NORM_REEL	001H	DISPLAY DESIGNATION ON NORMAL REEL SCREEN	
FGDU_REEL	002H	DISPLAY DESIGNATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN	
[INTERNALLT-NOTIFIED-STATUS REEL SCREEN	

FIG. 27

01h	LIQUID CRYSTAL DISPLAY MUTE (INITIALIZATION COMMAND)
	NONE

02h	DEMONSTRATION DISPLAY
	NONE

03h	REEL SCREEN DISPLAY
REEL SCREEN TYPE	
01h	NORMAL REEL SCREEN
02h	INTERNALLY-NOTIFIED-STATUS REEL SCREEN
	DISPLAYED-SYMBOL DATA 1
b7	UNASSIGNED
ь6	UNASSIGNED
b5	UNASSIGNED
b4	0
ь3	LEFT DISPLAYED SYMBOL
b2	LEFT DISPLAYED SYMBOL
b1	LEFT DISPLAYED SYMBOL
b0	LEFT DISPLAYED SYMBOL
	DISPLAYED-SYMBOL DATA 2
b7	CENTER DISPLAYED SYMBOL
b6	CENTER DISPLAYED SYMBOL
b5	CENTER DISPLAYED SYMBOL
b4	CENTER DISPLAYED SYMBOL
b3	RIGHT DISPLAYED SYMBOL
b2	RIGHT DISPLAYED SYMBOL .
b1	RIGHT DISPLAYED SYMBOL
ьО	. RIGHT DISPLAYED SYMBOL

	DISPLAYED SYMBOL
00h	7
01h	BAR ·
02h	Do
03h	CAKE
04h	COOKIE
05h	E '
06h	X
07h	Т
08h	, . R .
09h	Α

F I G. 31

04h	REEL SPINNING START ON NORMAL REEL SCREEN	
. SIGN PRESENTATION INSTRUCTION		
OOh	GENERATION OF SMALL-JACKPOT COMBINATION	
UUN	PRESENTATION WITHOUT SIGN	
01h	GENERATION OF DB OR CHERRY WITH LOW-DEGREE SIGN	
02h	GENERATION OF DB OR CHERRY WITH HIGH-DEGREE SIGN	
03h	GENERATION OF DRAGON WITH LOW-DEGREE SIGN	
04h	GENERATION OF DRAGON WITH HIGH-DEGREE SIGN	
05h	GENERATION OF DIAMOND. WITH LOW-DEGREE SIGN	
06h	GENERATION OF DIAMOND WITH HIGH-DEGREE SIGN	
07h	REPLAY GENERATION SIGN	
08h	<i>LI-ZHI</i> PRESENTATION WITHOUT SIGN	
09h	<i>OSHIKURA LI-ZHI</i> SIGN .	
OAh	POWERBALL <i>LI-ZHI</i> SIGN	
OBh	BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> SIGN	
0Ch	YAH-HOO SIGN	
ODh	BB DETERMINATION (RAINBOW 7)	
0Eh	RB DETERMINATION (RAINBOW, BAR)	
	DISPLAYED-SYMBOL DATA 1 (SAME AS ABOVE)	
	DISPLAYED-SYMBOL DATA 2 (SAME AS ABOVE)	

054	SPINNING START ON
05h	INTERNALLY-NOTIFIED-STATUS REEL SCREEN
SIGN PRESENTATION INSTRUCTION	
	(SAME AS Fig. 31, BUT FOR ONLY SMALL-JACKPOT
	COMBINATION GENERATION PATTERN)
DISPLAYED-SYMBOL PATTERN 1 (SAME AS	
ABOVE)	
DISPLAYED-SYMBOL PATTERN 2 (SAME AS	
	ABOVE)

FIG. 33

UNASSIGNED	LEFT REEL STOP ON NORMAL REEL SCREEN (UNASSIGNED)
	LEFT REEL STOP DISPLAYED-SYMBOL DATA (SET ON LOWER FOUR BITS)

07h	STOP ON NORMAL REEL SCREEN	
	(<i>LI-ZHI</i> PRESENTATION INSTRUCTION)	
LI-ZHI PRESENTATION INSTRUCTION		
00h	NO <i>LI-ZHI</i> PRESENTATION	
01h	NORMAL FAILURE	
02h	NORMAL WINNING	
03h	OSHIKURA FAILURE	
04h	<i>OSHIKURA</i> WINNING	
05h	BALANCING-ON-ROLLING-BALL RIGHT FAILURE	
.06h	BALANCING-ON-ROLLING-BALL RIGHT WINNING 1	
07h	RB UPGRADE	
08h	BALANCING-ON-ROLLING-BALL RIGHT WINNING 2	
09h	BALANCING-ON-ROLLING-BALL LEFT FAILURE	
0Ah	BALANCING-ON-ROLLING-BALL LEFT WINNING 1	
0Bh	BB UPGRADE	
0Ch	BALANCING-ON-ROLLING-BALL LEFT WINNING 2	
ODh	BALANCING-ON-ROLLING-BALL CENTER FAILURE	
0Eh	BALANCING-ON-ROLLING-BALL CENTER WINNING 1	
OFh	RESERVED FOR FUTURE USE	
10h	BALANCING-ON-ROLLING-BALL CENTER WINNING 2	
11h	. POWERBALL 1 FAILURE	
12h	POWERBALL 1 WINNING	
13h	POWERBALL 2 FAILURE	
14h	POWERBALL 2 WINNING	
15h	POWERBALL 3 FAILURE	
16h	POWERBALL 3 WINNING	
STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1		
STATIONARY DISPLAYED-SYMBOL DATA 2		

FIG. 35

08h	REEL STOP ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN		
	STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1		
	STATIONARY DISPLAYED-SYMBOL DATA 2		

09h	SMALL-JACKPOT COMBINATION WINNING	
	PRESENTATION ON NORMAL REEL SCREEN	
SMALL-JACKPOT COMBINATION WINNING		
	PRESENTATION INSTRUCTION	
b7	DROPPED	
b6	UNASSIGNED	
b5	REPLAY WINNING	
b4	DIAMOND WINNING	
b3	DRAGON 2 WINNING	
b2	DRAGON 1 WINNING	
b1	FOUR CHERRIES WINNING	
b0	TWO CHERRIES WINNING	
	STATIONARY DISPLAYED-SYMBOL DATA 1	
•	STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 37

	SMALL-JACKPOT COMBINATION WINNING	
OAh	PRESENTATION ON	
	INTERNALLY-NOTIFIED-STATUS REEL SCREEN	
SMALL-JACKPOT COMBINATION INSTRUCTION		
(SAME AS IN Fig. 36)		
STATIONARY DISPLAYED-SYMBOL DATA 1		
	STATIONARY DISPLAYED-SYMBOL DATA 2	

OBh	BONUS WINNING PRESENTATION	
TYPE OF BONUS WINNING		
01h	EXTRA	
02h	WHITE 7	
03h	RED 7	

0Ch	BONUS STAGE DISPLAY INSTRUCTION	
	BONUS STAGE TYPE	
00h	RB STAGE 1 (TRUE RB)	
01h	RB END (TRUE RB)	
02h	BB STAGE 1 START DISPLAY	
03h	BB STAGE 2 START DISPLAY (RB1 IS ENDED DURING BB)	
04h	BB STAGE 3 START DISPLAY (RB2 IS ENDED DURING BB)	
05h	BB END PRESENTATION DISPLAY 1 (NORMAL END)	
06h	BONUS END PRESENTATION DISPLAY 2	
	(RB1 AND 2 ARE ENDED WITH FAILURES)	
07h	BONUS END PRESENTATION DISPLAY 3	
0711	(RB 3 IS ENDED WITH FAILURE)	
08h	BONUS END PRESENTATION DISPLAY 4	
Oon	(NORMAL GAME IS ENDED WITH FAILURE)	

FIG. 40.

0Dh	START SPINNING OF REELS DURING RB
	RB STAGE (1-3)
	NUMBER OF RB GAMES (1-12)

F I G. 41

OEh JACKPOT-GAME WINNING PRESENTATION			
	RB STAGE (1-3)		
	NUMBER OF WINNING OF JACKPOT GAMES (0-8)		

OFh	START SPINNING OF REELS DURING BB
	BB STAGE (1-3)
	NUMBER OF REMAINING BB GAMES (30-1)

10h	SMALL-JACKPOT COMBINATION WINNING			
	PRESENTATION IN NORMAL GAME DURING BB			
BB STAGE (1-3)				
	NUMBER OF REMAINING BB GAMES (30-1)			
SMALL-JACKPOT COMBINATION WINNING				
	PRESENTATION INSTRUCTION			
b7	DROPPED			
b6	UNASSIGNED			
b5	REPLAY GAME WINNING			
b4	DIAMOND WINNING			
b3	DRAGON 2 WINNING			
b2	DRAGON 1 WINNING			
b1	FOUR CHERRIES WINNING			
bO	TWO CHERRIES WINNING			

FIG. 44

11h	PRESENTATION OF RB WINNING
	ARISEN DURING BB
	RB STAGE (1-3)

12h	ERROR SCREEN DISPLAY			
	ERROR TYPE			
01h	INSERTED TOKEN PASSAGE TIME ERROR			
02h	INSERTED TOKEN PASSAGE CHECK ERROR			
03h	GAMING TOKEN AUXILIARY STORAGE FULL ERROR			
04h	INSERTED TOKEN REVERSE-MOVEMENT ERROR			
05h	HOPPER EMPTY ERROR			
06h	HOPPER JAM ERROR			
07h	ILLEGAL HIT ERROR			

CHANGED AFTER ILLUMINATION OF WIN LAMPS RKUP_BBDT 1 UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL RKUP_RBDT 2 UPGRADE FLAG VALUE FOR RB-DETERMINATION DISPLAYED SYMBOL STRL_MSK 007H MASK DATA FOR EXTRACTING STOP REELS PIC_MAX 009H MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON LIQUID-CRYSTAL DISPLAY CPIC_MAX 004H MAXIMUM CODE FOR CHARACTERS (FOR LI-ZHI PRESENTATION) DISPLAYED ON LIQUID CRYSTAL DISPLAY BPIC_MAX 001H MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL PIC_INIT1 000H SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 1, LEFT-7 PIC_INIT2 012H SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 2, CENTER-BAR, RIGHT-DO DPIC_INIT1 002H INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 1, LEFT-DO DPIC_INIT2 022H INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 2, CENTER-DO AND RIGHT-DO BBPIC1 000H SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, LEFT-7 BBPIC2 000H SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, CENTER AND RIGHT-7					
STBLBITIN 7 BIT FOR DETECTING STROBE SIGNAL OUTPUT FROM MAIN CPU PDWN BITN 3 POWER DOWN DETECTION BIT NONRCP_CD 008H DESIGNATION OF LI-ZHI PRESENTATION WITHOUT SIGN YHOPRE_CD 00CH YAH-HOO SIGN PRESENTATION CODE BLNRC_CD 00H BONUS (BB) DETERMINATION SIGN, (BALLOON LI-ZHI) PRESENTATION CODE NRMRC_CD 001H NORMAL LI-ZHI PRESENTATION CODE NRMRC_CD 001H MASK DATA FOR EXTRACTING GAME START SOUND FLSH_DMSK 001H MASK DATA FOR EXTRACTING GAME START SOUND FLSH_DMSK 001H MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE PCHG_NUM 10 NUMBER OF GAMES IN WHICH STATIONARY DISPLAYED SYMBOLS ARE CHANGED AFTER ILLUMINATION OF WIN LAMPS RKUP_RBDT 1 UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL STRL_MSK 007H MASK DATA FOR EXTRACTING STOP REELS PIC_MAX 007H MASK DATA FOR EXTRACTING STOP REELS PIC_MAX 007H MASK DATA FOR EXTRACTING STOP REELS PIC_MAX 007H MASK DATA FOR EXTRACTING STOP REELS PIC_MAX 007H MASK DATA FOR EXTRACTING STOP REELS PIC_MAX 007H MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON LIQUID—CRYSTAL DISPLAY CPIC_MAX 007H MAXIMUM CODE FOR CHARACTERS (FOR LI-ZHI PRESENTATION) DISPLAYED ON LIQUID CRYSTAL DISPLAY BPIC_MAX 007H MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL PIC_INIT1 000H SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY. INITIAL VALUE OF 1. LEFT-7 PIC_INIT1 000H SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY. INITIAL VALUE OF 2. CENTER-BAR, RIGHT-DO DIPIC_INIT1 002H INTERNALLY-NOTIFIED—STATUS DISPLAYED SYMBOL. DISPLAYED—SYMBOL INITIAL VALUE OF 2. CENTER-DO AND RIGHT-DO BBPIC1 000H SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB. LEFT-BAR RBPIC2 000H SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB. CENTER AND RIGHT-DO SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB. CENTER AND RIGHT-DO SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB. CENTER AND RIGHT-BAR RBPMAX 12 MAXIMUM NUMBER OF AVAILABLE RB DARES BBCDMAX 5 NUMBER OF	LABEL	DATA	DESCRIPTION		
PDWN.BITN 3 POWER DOWN DETECTION BIT NONROP.CD 008H DESIGNATION OF LI-ZHI PRESENTATION WITHOUT SIGN YHOPRE.CD 00CH YAH-HOO SIGN PRESENTATION CODE BLNRC.CD 00DH BONUS (BB) DETERMINATION SIGN, (BALLOON LI-ZHI) PRESENTATION CODE NRMRC.CD 001H NORMAL LI-ZHI PRESENTATION CODE STSD.DMSK 001H MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE FLSH.DMSK 01EH MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE PCHG.NUM 10 NUMBER OF GAMES IN WHICH STATIONARY DISPLAYED SYMBOLS ARE CHANGED AFTER ILLUMINATION OF WIN LAMPS RKUP.BBDT 1 UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL RKUP.RBDT 2 UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL STRL_MSK 007H MASK DATA FOR EXTRACTING STOP REELS PIC.MAX 009H MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON LIQUID-CRYSTAL DISPLAY CPIC.MAX 001H MAXIMUM CODE FOR CHARACTERS (FOR LI-ZHI PRESENTATION) DISPLAYED ON LIQUID CRYSTAL DISPLAY BPIC.MAX 001H MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL PIC.JINIT1 000H SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY. INITIAL VALUE OF 1. LEFT-7 PIC.JINIT2 012H SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY. INITIAL VALUE OF 2. CENTER-BAR, RIGHT-DO DPIC.JINIT1 022H INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL. DISPLAYED.SYMBOL INITIAL VALUE OF 1. LEFT-DO DPIC.JINIT2 022H INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL. DISPLAYED-SYMBOL INITIAL VALUE OF 2. CENTER-DO AND RIGHT-DO SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB. LEFT-7 RBPIC1 000H SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB. CENTER AND RIGHT-DO SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB. CENTER AND RIGHT-DO SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB. CENTER AND RIGHT-BAR RBPIC2 01H SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB. CENTER AND RIGHT-BAR RBPIMAX 3 MAXIMUM NUMBER OF AVAILABLE RB DAMES BECDMAX 5 NUMBER OF REMAINING BB GAMES	DUMMY	0	DUMMY DATA		
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PRESENTATION CODE NRMRC_CD	YHOPRE_CD	00CH	YAH-HOO SIGN PRESENTATION CODE		
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BBPNMSK 07CH MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES					
	BBPNMSK	07CH	MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES		

MDWN_TIM	MAIN-CPU DOWN DETECTION TIME	[50 ms]
RX_TOUT	TIME OUT DURING RECEIVE SEQUENCE	[10 ms]
RX_NTIM	RECEIVE INTERVAL TIMER (i.e., RESULT C	F COMPARISON BETWEEN
	TIME AND TIME COUNTED BY TIME-OUT TI	MER) [2 ms]
TX_INTVAL	INTERVAL AT WHICH COMMANDS ARE	TRANSMITTED TO LIQUID
	CRYSTAL DISPLAY CPU	[10 ms]

GAME STATUS: FLAG BB IN OPERATION
GAME STATUS: INTERNAL WINNING IS BEING NOTIFIED
GAME STATUS: PLAY-OUT IN PROGRESS
GAME STATUS: UNASSIGNED
GAME STATUS: ERROR STATUS IN EFFECT
GAME STATUS: REPLAY IN PROGRESS
GAME STATUS: BB WINNING IS EXPECTED
GAME STATUS: RB IN OPERATION
GAME STATUS: INSTRUCTION FOR EFFECTING FLAG
PRESENTATION INITIALIZATION
GAME STATUS: INITIALIZATION COMMAND REFUSE STATUS
GAME STATUS: SEQUENCE CONTROL IN OPERATION
GAME STATUS: TRANSMISSION COMMAND EDITED
GAME STATUS: ANALYSIS OF RECEIVED COMMAND
IN PROGRESS
GAME STATUS: <i>LI-ZHI</i> PRESENTATION IN OPERATION
GAME STATUS: REEL SCREEN TYPE
0/1 = NORMAL/INTERNALLY-NOTIFIED
GAME STATUS: DEMONSTRATION DISPLAY IN PROGRESS
BB
RB RED 7 ALONG WITH D7 IN CONNECTION WITH WINNING TYPE
REPLAY OR RB DURING BB
DIAMOND
DRAGON 2
DRAGON 1
FOUR CHERRIES
TWO CHERRIES

WORK AREA		
LABEL	AVAILABLE LOCATION	I DESCRIPTION
GAMEST	1	GAME STATUS
PRDC_STS	1	PRESENTATION STATUS FLAG
FPLY_CHK	. 1	INTER-BONUS FLAG CHECK DATA
WPLY_CNT	1	COUNTER FOR COUNTING THE NUMBER OF GAMES AFTER ILLUMINATION OF WIN LAMPS
		(FOR CHANGING DISPLAYED SYMBOLS)
RNKUP_FLG	1	DISPLAYED-SYMBOL UPGRADE FLAG
14501.070		(FOR CHANGING DISPLAYED SYMBOLS)
MEDLCTR	1	TOKEN COUNTER
· WAVEBIT	1	GENERATED FLAG
STOPCTR	1	REEL STOP COUNTER
BBPCTR	. 1	NUMBER OF REMAINING BB GAMES
JACGAME	1	NUMBER OF AVAILABLE RB GAMES
BNS_STGN	1 .	BONUS STAGE (SHARED BETWEEN BB AND RB)
PRSELFLG	1	SELECTION-OF-PRESENTATION-BEING-PERFORMED FLAG (NORMAL GAME START COMMAND RECEIVE FLAG)
PRE_CLS	1	SIGN PRESENTATION TYPE
RECH_CLS	1	LI-ZHI PRESENTATION TYPE
BSND_BK	2	BONUS SOUND BACKUP AREA
SND_BAK	3	SOUND BACKUP AREA
RECONT	1	NUMBER OF RECEIVED DATA SETS
RXWPTR	1	RECEIVED DATA WRITE INDEX
RXRPTR	1	RECEIVED DATA READ INDEX
PINIEND	2	FINAL ADDRESS FOR CLEARING BACKUP DATA
RXBUFF	8*2	RECEIVED DATA LOCATION

LABEL LOCATION STP_PICI 1 STATIONARY DISPLAYED-SYMBOL DATA 1 STP_PIC2 1 STATIONARY DISPLAYED-SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVSCMC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSOPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSOTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER TXBFPTR 2 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTRICTED-SINGLE-SOUND-GENERATION-STATUS BUT DISPLAYED-SYMBOL SAVE AREA BIT NIIM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS			WORK AREA
STP_PICI 1 STATIONARY DISPLAYED-SYMBOL DATA 1 STP_PIC2 1 STATIONARY DISPLAYED-SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMCL 1 ERROR DETECTION CODE RERR_ONT 1 RECEIVE BROOK COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER TXBUFF 7 TRANSMISSION COMMAND BUFFER TXOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SPENDATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PLIAN_NUM 4 RESTORATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	AVAII ARI F		
STP.PIC2 1 STATIONARY DISPLAYED-SYMBOL DATA 2 DSP_PIC1 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMC 1 ERROR DETECTION CODE RERR_ONT 1 RECEIVE BROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER TXPHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT THERE TX_TIMER 1 DISPLAYED-SYMBOL SAVE AREA SNEWLBK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA PLOYITZP-SINGLF-SQUIND-GENERATION-STATUS SAVE AREA PLOYITZP-SINGLF-SQUIND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLF-SQUIND-GENERATION-STATUS SAVE AREA	LABEL	LOCATION	DESCRIPTION
DSP_PICI 1 DISPLAYED SYMBOL DATA 1 DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBPFTR 2 TRANSMISSION COUNTER TXBPFTR 2 TRANSMISSION COUNTER TXBFFTR 2 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER TXOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SPECIFED-SYMBOL SAVE AREA PRESELBK 1 CENTER DISPLAYED-SYMBOL SAVE AREA SPECIFICATION-SEGUENCE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	STP_PIC1	1	STATIONARY DISPLAYED-SYMBOL DATA 1
DSP_PIC2 1 DISPLAYED SYMBOL DATA 2 SOPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMCD 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE BEROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBPFT 2 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER RREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	STP_PIC2	1	STATIONARY DISPLAYED-SYMBOL DATA 2
SQPTRBK 2 BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER TXBUFWK 7 BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDH 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTIING PRESENTATION PR_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SPECIAL TERMS AND AREA PRIORITIZED-SINGL F-SOLIND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGL F-SOLIND-GENERATION-STATUS SAVE AREA	DSP_PIC1	1	DISPLAYED SYMBOL DATA 1
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TXBUFWK 7 AND FOR BACKUP DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER TX_PHASE 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COUNTER TXBFFTR 2 TRANSMISSION COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	SQPTRBK	2	BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER
TXERRWK 3 DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COUNTER TXBFFTR 2 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 2 PRESENTATION-STATUS SAVE AREA PRIORITITED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA PRIORITITED-SINGLE-SOUND-GENERATION-STATUS	TYPLICAL	7	BUFFER FOR EDITING TRANSMISSION COMMAND
TXERRWK 3 DISPLAY COMMAND LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA PPLORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	INBULWK		AND FOR BACKUP
LST_RCMD 2 FINALLY-RECEIVED COMMAND ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 REROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQTBR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER TX_TIMER 1 RECEIVED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	TYEDDWK	,	DEDICATED BUFFER FOR ERROR SCREEN
ALCMD_HI 1 COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQTTR 2 PRESENTATION—SEQUENCE—ACCESS POINTER PRSQTBK 2 PRESENTATION—SEQUENCE—ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION—COMMAND—BUFFER—ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION—SEQUENCE—TIMING—ADJUSTMENT TIMER M_WATCH 1 MAIN—CPU—DOWN—MONITORING TIMER TX_TIMER 1 RECEIVED—TIMEOUT—MEASUREMENT TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 RECEIVED—TIMEOUT—MEASUREMENT TIMER TRANSMISSION MANAGEMENT TIMER TRANSMISSION MANAGEMENT TIMER TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED—SYMBOL SAVE AREA REEL_BK 1 RIGHT DISPLAYED—SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 SAVE AREA PRIORITIZED—SINGLE—SOUND—GENERATION—STATUS SAVE AREA PRIORITIZED—SINGLE—SOUND—GENERATION—STATUS	IXLIMIN	3	DISPLAY COMMAND ·
ALCMD_LO 1 COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-STATUS SAVE AREA	LST_RCMD	2	FINALLY-RECEIVED COMMAND
BKCK_DAT 1 BACKUP DATA CHECK CODE RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFFTR 2 TRANSMISSION COUNTER TXBUFF 7 TRANSMISSION COMMAND-BUFFER-ACCESS POINTER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESCRIVED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	ALCMD_HI	1	COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE
RX_PHASE 1 RECEIVE SEQUENCE MANAGEMENT DATA RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER-ACCESS POINTER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	ALCMD_LO	1	COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE
RCVCMDH 1 RECEIVED COMMAND, HIGHER BYTE RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE MANAGEMENT DATA TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-STATUS SAVE AREA	BKCK_DAT	1	BACKUP DATA CHECK CODE
RCVCMDL 1 RECEIVED COMMAND, LOWER BYTE RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	RX_PHASE	1	RECEIVE SEQUENCE MANAGEMENT DATA
RCVBCC 1 ERROR DETECTION CODE RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SAVE AREA SREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SPLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	RCVCMDH	1	RECEIVED COMMAND, HIGHER BYTE
RERR_CNT 1 RECEIVE ERROR COUNTER PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	RCVCMDL	1	RECEIVED COMMAND, LOWER BYTE
PRSQPTR 2 PRESENTATION-SEQUENCE-ACCESS POINTER PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 PRORUTIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA	RCVBCC	1	ERROR DETECTION CODE
PRSQTBK 2 PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA	RERR_CNT	1	RECEIVE ERROR COUNTER
TX_PHASE 1 TRANSMISSION SEQUENCE MANAGEMENT DATA TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION—COMMAND—BUFFER—ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION—SEQUENCE—TIMING—ADJUSTMENT TIMER RX_TIMER 1 RECEIVED—TIMEOUT—MEASUREMENT TIMER M_WATCH 1 MAIN—CPU—DOWN—MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED—SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED—SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED—SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION—EFFECTIVE—SOUND—GENERATION—STATUS SAVE AREA	PRSQPTR	2	PRESENTATION-SEQUENCE-ACCESS POINTER
TXDATCNT 1 TRANSMISSION COUNTER TXBFPTR 2 TRANSMISSION—COMMAND—BUFFER—ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION—SEQUENCE—TIMING—ADJUSTMENT TIMER RX_TIMER 1 RECEIVED—TIMEOUT—MEASUREMENT TIMER M_WATCH 1 MAIN—CPU—DOWN—MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED—SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED—SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED—SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION—EFFECTIVE—SOUND—GENERATION—STATUS SAVE AREA	PRSQTBK	· 2	PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP
TXBFPTR 2 TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA	TX_PHASE	1	TRANSMISSION SEQUENCE MANAGEMENT DATA
TXBUFF 7 TRANSMISSION COMMAND BUFFER XOUTO 1 CONTROL OUTPUT PORT BACKUP SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA	TXDATCNT	1	TRANSMISSION COUNTER
XOUTO 1 CONTROL OUTPUT PORT BACKUP	TXBFPTR	2	TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER
SELRAND 2 RANDOM NUMBER FOR SELECTING PRESENTATION PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	TXBUFF	7	TRANSMISSION COMMAND BUFFER
PR_TIMER 2 PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	XOUT0	1	CONTROL OUTPUT PORT BACKUP
RX_TIMER 1 RECEIVED-TIMEOUT-MEASUREMENT TIMER M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	SELRAND	2	RANDOM NUMBER FOR SELECTING PRESENTATION
M_WATCH 1 MAIN-CPU-DOWN-MONITORING TIMER TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	PR_TIMER	2	PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER
TX_TIMER 1 TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	RX_TIMER	1	RECEIVED-TIMEOUT-MEASUREMENT TIMER
TX_TIMER 1 (TRANSMISSION INTERVAL MEASUREMENT) DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	M_WATCH	1	MAIN-CPU-DOWN-MONITORING TIMER
DEMEDATA 1 DISPLAYED-SYMBOL SELECTION TABLE NUMBER SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	TV TIMED		TRANSMISSION MANAGEMENT TIMER
SREEL_BK 1 CENTER DISPLAYED-SYMBOL SAVE AREA RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	IX_HMER		(TRANSMISSION INTERVAL MEASUREMENT)
RREEL_BK 1 RIGHT DISPLAYED-SYMBOL SAVE AREA SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	DEMEDATA	1	DISPLAYED-SYMBOL SELECTION TABLE NUMBER
SD_WORK 2 SOUND RAM AREA, HEAD PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	SREEL_BK	1	CENTER DISPLAYED-SYMBOL SAVE AREA
PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS	RREEL_BK	1	RIGHT DISPLAYED-SYMBOL SAVE AREA
PLAY_NUM 4 RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS		2	SOUND RAM AREA, HEAD
PLAY_NUM 4 SAVE AREA PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS			RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS
HIT NUM 4 PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS			
HILDIUM I A I			PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS
SAVE AREA	. HIT_NUM	4	SAVE AREA
DROP_CHK 1 DROPPED FLAG	DROP_CHK	1	DROPPED FLAG

SEQUENCE CONTROL TABLE

BALLOON LI-ZHI (REGULAR BONUS DETERMINATION PRESENTATION)
BALLOON LI-ZHI (BIG BONUS DETERMINATION PRESENTATION)
NORMAL <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
NORMAL <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
OSHIKURA LI-ZHI, FAILURE, SEQUENCE CONTROL TABLE
OSHIKURA LI-ZHI, WINNING, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT WINNING 2, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL LI-ZHI, LEFT WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL LI-ZHI, LEFT WINNING 2, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL LI-ZHI, CENTER FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL, <i>LI-ZHI</i> , CENTER WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL, <i>LI-ZHI</i> , CENTER WINNING 2, SEQUENCE CONTROL TABLE
POWERBALL 1, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 1, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
POWERBALL 2, <i>LI~ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 2, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
POWERBALL 3, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 3, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, GAME, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, EIGHT WINNINGS OF JACKPOT COMPLETED, SEQUENCE CONTROL TABLE
RB STAGE 3, JACKPOT ENDED WITH PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE
RB STAGE 3, JACKPOT ENDED WITH WINNING PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE
RB TERMINATION, SEQUENCE CONTROL TABLE
BB1;-STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
BB2, STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
COMMON TO BB1 AND BB2, STAGE 3, START
(TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
BB TERMINATION 1 (EIGHT WINNINGS IN RB3), SEQUENCE CONTROL TABLE
BB TERMINATION 2 [PUNCTURES (FAILURES) IN RB 1 AND RB 2], SEQUENCE CONTROL TABLE
BB TERMINATION 3 [PUNCTURES (FAILURES) IN RB 3], SEQUENCE CONTROL TABLE
BB TERMINATION 4 [PUNCTURES (FAILURES) IN NORMAL GAME], SEQUENCE CONTROL TABLE

	1 BYTE			
ь7	ALARM SOUND (ERR_SW)			
b6	RESTORATION-EFFECTIVE SOUND (BGM_SW)			
b5	PRIORITIZED SINGLE SOUND (HIT_SW)			
b4	TERMINATION SOUND (END_SW)			
ь3	RESERVED FOR FUTURE USE			
b2	CONTINUOUS SOUND SW (END_SW)			
b1	CETTING OF CHANNELS TO BE USED (CHI TO CHI)			
bO	SETTING OF CHANNELS TO BE USED (CH1 TO CH4)			
	2 BYTE			
	REPLAY LEVEL (0 TO127)			
	3 ВҮТЕ			
	PAN-POT SETTINGS (0 TO 127)			
	4 BYTE			
	PHRASE NUMBER (0 TO 127)			

POWERBALL 3 <i>LI-ZHI</i> FAILURE
NO SOUND (AWAIT SOUND OUTPUT)
650ms
SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND
167ms
Do! EMERGENCE SOUND OUTPUT
1100ms
POWER BALL STRAINING SOUND 1
1683ms
POWERBALL ASCENDING SOUND
933m _. s
POWERBALL ASCENDING SOUND
917ms
POWERBALL ASCENDING SOUND
367ms
POWERBALL STRAINING SOUND MUTE
700ms
TARGET LOCK SOUND
933ms
POWERBALL THROWING SOUND
350ms
POWERBALL EXPLOSION SOUND
150ms
POWERBALL EXPLOSION SOUND
167ms
POWERBALL EXPLOSION SOUND
1167ms
SITTING-DOWN SOUND
NO WAIT
END CODE

POWERBALL 3 <i>LI-ZHI</i> WINNING
NO SOUND (AWAIT SOUND OUTPUT)
650ms
SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND
167ms
Do! EMERGENCE SOUND OUTPUT
1100ms
POWER BALL STRAINING SOUND 1
1683ms
POWERBALL ASCENDING SOUND
933ms
POWERBALL ASCENDING SOUND
917ms .
POWERBALL ASCENDING SOUND
367ms
POWERBALL STRAINING SOUND MUTE
700ms
TARGET LOCK SOUND
933ms
POWERBALL THROWING SOUND
350ms
POWERBALL EXPLOSION SOUND
150ms
POWERBALL EXPLOSION SOUND
167ms
POWERBALL EXPLOSION SOUND
2000ms
JUMP SOUND
299ms
LUCKY SOUND 388ms
JUMP SOUND
567ms
JUMP SOUND
567ms
JUMP SOUND
567ms
JUMP SOUND
567
JUMP SOUND
NO WAIT
END CODE
END OODE

		
RB STAGE 3, TERMINATION OF EIGHT WINNI	NGS OF JACKPOT	
POWERBALL STRAINING SOUND MUTE	NO WAIT	
POWERBALL THROWING SOUND	233ms	
POWERBALL EXPLOSION SOUND	NO WAIT	
POWERBALL THROWING SOUND	500ms	
POWERBALL EXPLOSION SOUND	2850ms	
EXPLOSION SOUND	183ms	
EXPLOSION SOUND	283ms	
EXPLOSION SOUND .	33ms	
EXPLOSION SOUND	117ms	
EXPLOSION SOUND	83ms	
EXPLOSION SOUND	83ms	
EXPLOSION SOUND	33ms	
EXPLOSION SOUND	767ms	
EXPLOSION SOUND	67ms	
EXPLOSION SOUND	TIAW ON	
JUMP .	83ms	
EXPLOSION SOUND	NO WAIT	
TOKEN PAYOUT 2	467ms	
JUMP	567ms	
JUMP	567ms	
JUMP	567ms	
JUMP	2000ms	
END-WITH-PUNCTURES (FAILURE) SOUND	625ms	
BB TERMINATION SOUND	4669ms	
END CODE		

RB STAGE 3, JACKPOT FAILURE WITH PUNCTURES (FAILURES)				
POWERBALL STRAINING SOUND MUTE				
NO WAIT				
DRAGON FIRE				
1367ms				
SITTING-DOWN SOUND				
1350ms				
DRAGON FIRE				
1500ms				
Do! RAISED TO THE SKY				
- 100ms				
DRAGON'S LAUGHS				
2000ms				
BB TERMINATION SOUND				
4669ms				
END CODE				

RB STAGE 3, JACKPOT WINNING ENDED WITH PUNCTURES (FAILURES)				
POWERBALL STRAINING SOUND MUTE				
NO WAIT				
POWERBALL THROWING SOUND				
233ms				
POWERBALL EXPLOSION SOUND				
NO WAIT				
POWERBALL THROWING SOUND				
500ms				
POWERBALL EXPLOSION SOUND				
2667ms				
DRAGON FIRE				
1500ms				
Do! RAISED TO THE SKY				
100ms				
DRAGON'S LAUGHS				
2000ms				
BB TERMINATION SOUND				
4669ms				
END CODE				

SOUND OUTPUT REQUEST CONTROL CODE

NONSD 0 PRESENTATION SEQUENCE CONTROL DATA, NO SOUND OUTPUT					
REPSQ OFEH PRESENTATION SEQUENCE CONTROL DATA REPETITION OF SEQUENCE	NONSD	0	PRESENTATION SEQUENCE CONTROL DATA, NO SOUND OUTPUT		
SDBKMAX 3 MAXIMUM NUMBER OF SOUND BACKUP	ENDSQ	0FFH	PRESENTATION SEQUENCE CONTROL DATA, TERMINATION OF SEQUENCE		
SDRESET OEOH SOUND INITIALIZATION REQUEST	REPSQ	0FEH	PRESENTATION SEQUENCE CONTROL DATA, REPETITION OF SEQUENCE		
SD_OFF1	SDBKMAX	3	MAXIMUM NUMBER OF SOUND BACKUP		
SD_OFF2 2	SDRESET	0E0H	SOUND INITIALIZATION REQUEST		
SD_OFF3 3	SD_OFF1	1	[01] CH1 MUTE		
SD_OFF4	SD_OFF2	2	[02] CH2 MUTE		
SD_EROFF 5	SD_OFF3	3	[03] CH3 MUTE		
SD_ERR 6 [06] ERROR SOUND	SD_OFF4	4	[04] CH4 MUTE		
SD_BBHIT1 7	SD_EROFF	5_	[05] ANOMALOUS OPERATION ALARM SOUND, MUTE		
SD_BBHIT2	SD_ERR	6	[06] ERROR SOUND		
SD_RBHIT 9 [09] RB START SOUND	SD_BBHIT1	7	[07] BB START SOUND 1		
SD_WLMP	SD_BBHIT2	8	[08] BB START SOUND 2		
SD_JACIN1	SD_RBHIT	9	[09] RB START SOUND		
SD_JACIN2 12	SD_WLMP	10	[10] WINNING DETERMINATION SOUND		
SD_JACIN3 13 [13] JAC IN SOUND 3	SD_JACIN1	11	[11] JAC IN SOUND 1		
SD_RBBGM1 14 [14] RB OPERATION SOUND 1 SD_RBBGM2 15 [15] RB OPERATION SOUND 2 SD_BBBGM1 16 [16] BB OPERATION SOUND 1 SD_BBBGM2 17 [17] BB OPERATION SOUND 2 SD_BBBGM3 18 [18] BB OPERATION SOUND 3 SD_OVER 19 [19] PLAY-OUT SOUND SD_BBEND 20 [20] BB TERMINATION SOUND SD_WAIT 21 [21] REEL SPINNING DISABLE SOUND SD_P71 22 [22] BB OPERATION EXPECTATION SOUND 1 (LI-ZHI) SD_P72 23 [23] BB OPERATION EXPECTATION SOUND 2 SD_PAY1 24 [24] TOKEN PAYOUT SOUND 1 SD_PAY2 25 [25] TOKEN PAYOUT SOUND 2 SD_JAC 26 [26] JACKPOT WINNER SD_STT1 27 [27] REEL SPINNING SOUND 1 SD_STT2 28 [28] REEL SPINNING SOUND 2	SD_JACIN2	12	[12] JAC IN SOUND 2		
SD_RBBGM2 15 [15] RB OPERATION SOUND 2 SD_BBBGM1 16 [16] BB OPERATION SOUND 1 SD_BBBGM2 17 [17] BB OPERATION SOUND 2 SD_BBBGM3 18 [18] BB OPERATION SOUND 3 SD_OVER 19 [19] PLAY-OUT SOUND SD_BBEND 20 [20] BB TERMINATION SOUND SD_WAIT 21 [21] REEL SPINNING DISABLE SOUND SD_P71 22 [22] BB OPERATION EXPECTATION SOUND 1 (LI-ZHI) SD_P72 23 [23] BB OPERATION EXPECTATION SOUND 2 SD_PAY1 24 [24] TOKEN PAYOUT SOUND 1 SD_PAY2 25 [25] TOKEN PAYOUT SOUND 2 SD_JAC 26 [26] JACKPOT WINNER SD_STT1 27 [27] REEL SPINNING SOUND 1 SD_STT2 28 [28] REEL SPINNING SOUND 2	SD_JACIN3	13	[13] JAC IN SOUND 3		
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SD_BBBGM3	SD_BBBGM1	16	[16] BB OPERATION SOUND 1		
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SD_STT2 28 [28] REEL SPINNING SOUND 2	· · · · · · · · · · · · · · · · · · ·	-			
	SD_STT1				
SD_MIN 29 [29] TOKEN INSERTION SOUND	SD_STT2				
	SD_MIN	29	[29] TOKEN INSERTION SOUND		

SD_STP1	30	[30] REEL SPINNING STOP SOUND 1	
SD_STP2	31	[31] REEL SPINNING STOP SOUND 2	
SD_STP3	32	[32] REEL SPINNING STOP SOUND 3	
SD_RPLY	33	[33] REPLAY SOUND	
SD_LOGO	34	[34] ARUZE SOUND LOGO	
SD_RECH	35	[35] NORMAL <i>LI-ZHI</i> SOUND	
SD_SPRC1	36	[36] SUPER <i>LI-ZHI</i> SOUND 1	
SD_SPRC2	37	[37] SUPER <i>LI-ZHI</i> SOUND 2	
SD_LUCK	38	[38] LUCKY	
SD_PSRC	39	[39] COMMON TO OSHIKURA LI-ZHI GAMES	
SD_PSOUT	40	[40] OSHIKURA LI-ZHI, FAILURE SOUND	
SD_APDWN	41	[41] OSHIKURA LI~ZHI, DROP OF APPLE	
SD_PBDO	42	[42] POWERBALL <i>LI-ZHI</i> , Do! EMERGENCE SOUND	
SD_PBSV1	43	[43] POWERBALL STRAINING SOUND 1	
SD_PBSV2	44	[44] POWERBALL STRAINING SOUND 2	
SD_PBUP	45	[45] POWERBALL ASCENDING SOUND	
SD_PBTG_	46	[46] POWERBALL <i>LI~ZHI</i> TARGET LOCK SOUND	
SD_PBTW	47	[47] POWERBALL THROWING SOUND	
SD_PBBM	48	[48] POWERBALL EXPLOSION SOUND	
SD_BLNC1	49	[49] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 1	
SD_BLNC2	50	[50] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 2	
SD_BLNC3	51	[51] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 3	
SD_BVIC1	52	[52] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 1 (YAHH)	
SD_BVIC2	53	[53] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 2 (YOHH)	
SD_BVIC3	54	[54] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 3 (HAHH)	
SD_BVIC4	55	[55] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 4 (OOF)	
SD_BVIC5	56	[56] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 5 (TOORYA)	
SD_BVIC6	57	[57] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 6 (AUGH)	
SD_BRHT1	58	[58] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 1 (VICTORY)	
SD_BRHT2	59	[59] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 2 (JUMP)	
		[60] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 3	
SD_BRHT3	60	(FAR JUMP)	
SD_BRBGM	61	[61] BALANCING-ON-ROLLING-BALL BGM	
SD_SRING	62	[62] SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND	

SD_BLNRC	63	[63] BALLOON <i>LI-ZHI</i> BGM
SD_RNBOW	64	[64] RAINBOW HARP
SD_PRE	65	[65] SIGN SOUND
SD_CGET	66	[66] SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME
SD_DRGFR	67	[67] DRAGON FIRE
SD_DRGLH	68	[68] DRAGON'S LAUGHS
SD_DODIE	69	[69] Do! RAISED TO THE SKY
SD_CDWN5	70	[70] PUNCTURE COUNTDOWN 5
SD_CDWN4	71	[71] PUNCTURE COUNTDOWN 4
SD_CDWN3	72	[72] PUNCTURE COUNTDOWN 3
SD_CDWN2	73	[73] PUNCTURE COUNTDOWN 2
SD_CDWN1	74	[74] PUNCTURE COUNTDOWN 1
SD_PRET	75	[75] PUNCTURE-RESTORATION SOUND
SD_PEND	76	[76] PUNCTURE-END SOUND
SD_DERC	77	[77] DETERMINED <i>LI-ZHI</i> SOUND
SD_DESP	78	[78] DETERMINED <i>LI-ZHI</i> STOP SOUND
SD_RCVC	79	[79] SITTING-DOWN SOUND
SD_LSGO	80	[80] SOUND FOR ENTERING DEVICE FOR INCREASING
3D_E3GO		CONTINUOUS OPERATION OF JACKPOT GAME
SD_RKUP1	81	[81] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY,
00_1((0) 1		UPGRADE SOUND 1 (BB DETERMINATION)
SD RKUP2	82	[82] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY,
		UPGRADE SOUND 2 (RB DETERMINATION)

SOUND OUTPUT DATA TABLE

SOUND OUTPUT DATA TABLE		
1. CH1 MUTE CODE		
2. CH2 MUTE CODE		
3. CH3 MUTE CODE		
4. CH4 MUTE CODE		
5. ALARM SOUND MUTE		
6. ANOMALOUS OPERATION ALARM SOUND		
DB	ERR_SW+ REP+ CH1	SOUND TYPE: ALARM SOUND + CONTINUOUS SOUND + CHANNEL 1 TO BE USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	0	PHRASE NUMBER
7. START SOUND 1 FOR DEVICE FOR INCREASING		
CONTINUOUS OPERATION OF JACKPOT		
DR	HIT_SW+	SOUND TYPE: PRIORITIZED SINGLE
DB .	CH1	SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB ·	1	DISTINCTION BETWEEN MONO/ STEREO SOUND, PHRASE NUMBER
8. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
	HIT SW+	SOUND TYPE: PRIORITIZED SINGLE
DB	CH1	SOUND + CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB ·	2	PHRASE NUMBER
9. START SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW+	SOUND TYPE: PRIORITIZED SINGLE
DB	CH1	SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB ·	CENTER	PAN-POT SETTING
DB	3	PHRASE NUMBER
10. WINNING DETERMINATION SOUND TYPE		*
DB	СНЗ	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	4	PHRASE NUMBER
	٦	THINGE NUMBER

11. JAC 1 IN SOUND		
20	HIT_SW+	SOUND TYPE: PRIORITIZED SINGLE
DB .	CH1	SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	5	PHRASE NUMBER
12. JAC 2 IN SOUND		
20	HIT_SW+	SOUND TYPE: PRIORITIZED SINGLE
DB	CH1	SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB .	CENTER	PAN-POT SETTING
DB	6	PHRASE NUMBER
13. JAC 3 IN SOUND		
DD.	HIT_SW+	SOUND TYPE: PRIORITIZED SINGLE
DB	CH1	SOUND + CHANNEL 1 USED
DB ·	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB-	7	PHRASE NUMBER
14. START SOUND 1 FOR DEVICE FOR INCREASING		·
CONTINUOUS OPERATION OF JACKPOT		
	BGM_SW	SOUND TYPE:
DB	+ REP +	RESTORATION-EFFECTIVE SOUND
		+ CONTINUOUS SOUND +
	75	CHANNEL 1 USED
DB·	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	8	PHRASE NUMBER
15. START SOUND 2 FOR DEVICE FOR INCREASING		
CONTINUOUS OPERATION OF JACKPOT		
	BGM_SW	SOUND TYPE:
DB	+REP+ CH1	RESTORATION-EFFECTIVE SOUND
·		+ CONTINUOUS SOUND + CHANNEL 1 USED
DD	100	LEVEL SETTING
DB		PAN-POT SETTING
DB	CENTER	
DB	9	PHRASE NUMBER

16. START SOUND 1 FOR DEVICE FOR INCREASING	i	
CONTINUOUS OPERATION OF JACKPOT		
	BGM SW	SOUND TYPE RESTORATION-EFFECTIVE
DB	+REP+	SOUND + CONTINUOUS SOUND +
<u> </u>	CH1	CHANNEL 1 USED
DB .	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	10	PHRASE NUMBER
17. START SOUND 2 FOR DEVICE FOR INCREASING		
CONTINUOUS OPERATION OF JACKPOT		
		SOUND TYPE: RESTORATION-EFFECTIVE
DB	+REP+	SOUND + CONTINUOUS SOUND +
	CH1	CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	11	PHRASE NUMBER
18. START SOUND 3 FOR DEVICE FOR INCREASING		
CONTINUOUS OPERATION OF JACKPOT		
	_	SOUND TYPE: RESTORATION-EFFECTIVE
DB	+REP+	SOUND + CONTINUOUS SOUND +
	CH1	CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	12	PHRASE NUMBER
19. PLAY-OUT		
	BGM_SW	SOUND TYPE: RESTORATION-EFFECTIVE
рв	+REP+	SOUND + CONTINUOUS SOUND +
	CH1	CHANNEL 1 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	13	PHRASE NUMBER
20. TERMINATION SOUND FOR DEVICE FOR		
INCREASING CONTINUOUS OPERATION OF JACKPOT		
P.D.	END_SW	SOUND TYPE: TERMINATION
DB	+ CH1	SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	14	PHRASE NUMBER
<u> </u>		

<u> </u>		
21. REEL SPINNING DISABLE SOUND		
DR	REP+	SOUND TYPE: GENERAL + CONTINUOUS
DB	CH2	SOUND + CHANNEL 2 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	15	PHRASE NUMBER
22. SOUND 1 FOR EXPECTING WINNING FOR		
DEVICE OF INCREASING CONTINUOUS		
OPERATION OF JACKPOT		
DB	CH1	SOUND TYPE: GENERAL +
		CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	
DB	68	PHRASE NUMBER
23. SOUND 2 FOR EXPECTING WINNING FOR		
DEVICE OF INCREASING CONTINUOUS		
OPERATION OF JACKPOT		
DB .	CHI	SOUND TYPE: GENERAL +
00		CHANNEL 1 USED
DB	50	LEVEL SETTING
DB	CENTER	
DB	17	PHRASE NUMBER
24. GAMING TOKEN PAYOUT SOUND 1	5011011	
	_	SOUND TYPE: RESTORATION-EFFECTIVE
DB	+REP+	SOUND + CONTINUOUS SOUND +
00	70	CHANNEL 2 USED
DB		LEVEL SETTING
DB	CENTER	<u> </u>
DB	18	PHRASE NUMBER
25. GAMING TOKEN PAYOUT SOUND 2		
1	BGM_SW	
DB	+ REP +	SOUND + CONTINUOUS SOUND +
	CH2	CHANNEL 2 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	19	PHRASE NUMBER

BGM_SW SOUND TYPE RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED DB 70 LEVEL SETTING DB 20 PHRASE NUMBER DB 20 PHRASE NUMBER DB 20 PHRASE NUMBER DB 21 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 21 PHRASE NUMBER DB 22 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 22 PHRASE NUMBER DB 22 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 22 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 22 PHRASE NUMBER DB 22 PHRASE NUMBER DB 22 PHRASE NUMBER DB 22 PHRASE NUMBER DB 23 PHRASE NUMBER DB 30 LEVEL SETTING DB 30 REEL STOP SOUND 1 DB 30 LEVEL SETTING DB 30 REEL STOP SOUND 1 DB 30 LEVEL SETTING 26. JACKPOT WINNING SOUND			
HEP + CH2	23. 37. 37. 37. 111.111.113		
CH2 CHANNEL 2 USED DB 70 LEVEL SETTING DB CENTER PAN-POT SETTING DB 20 PHRASE NUMBER 27. GAME STARTING SOUND 1 DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING		BGM_SW	SOUND TYPE: RESTORATION-EFFECTIVE
DB TO LEVEL SETTING DB CENTER PAN-POT SETTING DB 20 PHRASE NUMBER 27. GAME STARTING SOUND 1 DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING	рв	+ REP +	SOUND + CONTINUOUS SOUND +
CENTER PAN-POT SETTING DB 20 PHRASE NUMBER 27. GAME STARTING SOUND 1 DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING DB 120 PEVEL SETTING DB 120 PAN-POT SETTING		CH2	CHANNEL 2 USED
20	DB	70	LEVEL SETTING
27. GAME STARTING SOUND 1 DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 70 LEVEL SETTING DB DB 0 PAN-POT SETTING DB 21 PHRASE NUMBER 28. GAME STARTING SOUND 2 DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 BO LEVEL SETTING DB 0 PAN-POT SETTING DB 0 PAN-POT SETTING DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB CH3 CH4 CH4 CHANNEL 2 USED DB CENTER PAN-POT SETTING DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB CH3 CH4 CH4 SOUND TYPE: GENERAL + CHANNEL 2 USED DB CH4 CH4 CHANNEL 2 USED DB CH5 CH4 CH4 CH4 CH4 CH4 CH4 CH4	DB	CENTER	PAN-POT SETTING
CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 70 LEVEL SETTING DB 0 PAN-POT SETTING DB 21 PHRASE NUMBER DB 22 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 80 LEVEL SETTING DB 80 LEVEL SETTING DB 80 LEVEL SETTING DB 90 PAN-POT SETTING DB 90 LEVEL SETTING	DB	20	PHRASE NUMBER
CH2	27. GAME STARTING SOUND 1		
CHANNEL 2 USED DB 70 LEVEL SETTING DB 0 PAN-POT SETTING DB 21 PHRASE NUMBER 28. GAME STARTING SOUND 2 DB 20 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING DB 0 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING DB 0 CENTER SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 CENTER PAN-POT SETTING DB 120 LEVEL SETTING DB 120 LEVEL SETTING	DB	CH2	SOUND TYPE: GENERAL +
DB 0 PAN-POT SETTING DB 21 PHRASE NUMBER 28. GAME STARTING SOUND 2 DB 22 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 0 PAN-POT SETTING		G1Z	CHANNEL 2 USED
21 PHRASE NUMBER 28. GAME STARTING SOUND 2 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED BB B B LEVEL SETTING CB PAN-POT SETTING CB SOUND TYPE: GENERAL + CHANNEL 2 USED CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB B B LEVEL SETTING CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CH2 CH2 SETTING CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING	DB	70	LEVEL SETTING
28. GAME STARTING SOUND 2 DB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED BB BO DB BO DB DB DB DB DB D	DB	0	PAN-POT SETTING
CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED 80 LEVEL SETTING DB 0 PAN-POT SETTING DB 22 PHRASE NUMBER 29.GAME TOKEN IMSERTION SOUND CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 80 LEVEL SETTING DB 23 PHRASE NUMBER 30. REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 23 PHRASE NUMBER CH3 PAN-POT SETTING DB 23 PHRASE NUMBER CH4 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB 120 LEVEL SETTING DB 120 LEVEL SETTING	DB .	21	PHRASE NUMBER
CH2 CHANNEL 2 USED BB BO LEVEL SETTING BB O PAN-POT SETTING BB 22 PHRASE NUMBER CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED BB BO LEVEL SETTING CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CENTER PAN-POT SETTING CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CB CH2 CHANNEL 2 USED CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING CB CENTER PAN-POT SETTING	28. GAME STARTING SOUND 2		
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0 PAN-POT SETTING DB 22 PHRASE NUMBER 29.GAME TOKEN IMSERTION SOUND CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 80 LEVEL SETTING DB 23 PHRASE NUMBER 30. REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 23 PHRASE NUMBER CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB 120 LEVEL SETTING DB 120 LEVEL SETTING DB 120 LEVEL SETTING	DB		CHANNEL 2 USED
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29.GAME TOKEN IMSERTION SOUND CH2 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED 80 LEVEL SETTING CENTER PAN-POT SETTING 30. REEL STOP SOUND 1 CH2 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CH2 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED CH3 CH4 CH4 CH4 CH4 CH4 CH4 CH4	DB	0	PAN-POT SETTING
CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED 80 LEVEL SETTING DB CENTER PAN-POT SETTING DB 23 PHRASE NUMBER BO REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	DB ·	22	PHRASE NUMBER
CH2 CHANNEL 2 USED 80 LEVEL SETTING DB CENTER PAN-POT SETTING DB 23 PHRASE NUMBER 30. REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	29.GAME TOKEN IMSERTION SOUND		
CHANNEL 2 USED 80 LEVEL SETTING DB CENTER PAN-POT SETTING DB 23 PHRASE NUMBER 30. REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	n P	CU2	SOUND TYPE: GENERAL +
CENTER PAN-POT SETTING DB 23 PHRASE NUMBER 30. REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING		Of 12	CHANNEL 2 USED
DB 23 PHRASE NUMBER 30. REEL STOP SOUND 1 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	DB	. 80	LEVEL SETTING
30. REEL STOP SOUND 1 CH2 CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	DB	CENTER	PAN-POT SETTING
CH2 SOUND TYPE: GENERAL + CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	DB ·	23	PHRASE NUMBER
CH2 CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	30. REEL STOP SOUND 1		
CHANNEL 2 USED DB 120 LEVEL SETTING DB CENTER PAN-POT SETTING	np	CH2	SOUND TYPE: GENERAL +
DB CENTER PAN-POT SETTING		Oliz	CHANNEL 2 USED
	DB	120	LEVEL SETTING
DB 24 PHRASE NUMBER	DB	CENTER	PAN-POT SETTING
	DB	24	PHRASE NUMBER

31. REEL STOP SOUND 2		
DB	CH2	SOUND TYPE: GENERAL +
	CHZ	CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB .	24	PHRASE NUMBER
32. REEL STOP SOUND 3		
20	CH2	SOUND TYPE: GENERAL +
DB	CHZ	CHANNEL 2 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
33. REPLAY OPERATION SOUND		
D.P.	CH2	SOUND TYPE: GENERAL +
DB	CHZ	CHANNEL 2 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	25	PHRASE NUMBER
34. ARUZE SOUND LOGO		
DB	СНЗ	SOUND TYPE: GENERAL +
	010	CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
35. NORMAL <i>LI-ZHI</i>		
D.P.	СНЗ	SOUND TYPE: GENERAL +
DB	0,0	CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB .	27	PHRASE NUMBER

36. SUPER <i>LI-ZHI</i> 1		
рв	СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
рв	28	PHRASE NUMBER
37. SUPER <i>LI-ZHI</i> 2		
DB	СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	29	PHRASE NUMBER
38. LUCKY		
DB	СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB.	30	PHRASE NUMBER
39. SOUND COMMON TO "OSHIKURA LI-ZHI"		
DB .	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
D8	31	PHRASE NUMBER
40. FAILURE PRESENTATION SOUND TO "OSHIKURA LI-ZHI"		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	32	PHRASE NUMBER

41. SOUND OF FALLING APPLE FOR		
"OSHIKURA LI-ZHI"		
	BGM_SW+	SOUND TYPE: RESTORATION-EFFECTIVE
DB	REP+CH4	SOUND + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	40	PHRASE NUMBER
42 "POWERBALL <i>LI-ZHI</i> " Do EMERGENCE SOUND		
DB	СНЗ	SOUND TYPE: GENERAL +
UB	018	CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	33	PHRASE NUMBER
43. "POWERBALL <i>LI-ZHI</i> " STRAINING SOUND 1		
DB	-	SOUND TYPE: RESTORATION-EFFECTIVE
	REP+CH4	SOUND + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	35	PHRASE NUMBER
44. "POWERBALL <i>LI-ZHI</i> " STRAINING SOUND 2		
IDB	CH4	SOUND TYPE: GENERAL +
	J.,	CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	34	PHRASE NUMBER
45. "POWERBALL <i>LI-ZHI</i> " PB ASCENDING SOUND		
DB CH3	CH3	SOUND TYPE: GENERAL +
	0.10	CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	36	PHRASE NUMBER

40 "DOWEDDANL AL ZU" TABOET LOCK	ī	
46. "POWERBALL <i>LI-ZHI</i> " TARGET LOCK	 	
DB	CH4	SOUND TYPE: GENERAL +
		CHANNEL 4 USED
DB	30	LEVEL SETTING
рв	10	PAN-POT SETTING
DB	37	PHRASE NUMBER
47. "POWERBALL <i>LI-ZHI</i> " THROWING SOUND		
DB	CH3	SOUND TYPE: GENERAL +
		CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	38	PHRASE NUMBER
48. "POWERBALL <i>LI-ZHI</i> " EXPLOSION SOUND		·
DR	СНЗ	SOUND TYPE: GENERAL +
DB ·	ОПО	CHANNEL 3 USED
DB	85	LEVEL SETTING
DB .	10	PAN-POT SETTING
DB	39	PHRASE NUMBER
49. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> "		
OOPS SOUND 1		•
DB	CH4	SOUND TYPE: GENERAL +
	U/TH	CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	0	PAN-POT SETTING
DB ·	41	PHRASE NUMBER
50. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> "		
OOPS SOUND 2		
DR	CH4	SOUND TYPE: GENERAL +
DB	UIT#	CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	41	PHRASE NUMBER

	1	
51. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> "		
OOPS SOUND 3	<u> </u>	
DB	CH4	SOUND TYPE: GENERAL +
	0117	CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	41	PHRASE NUMBER
52. "BALANCING-ON-ROLLING-BALL <i>LI-ZH</i> " YAHH		
DD	CH4	SOUND TYPE: GENERAL +
DB	CH4	CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	42	PHRASE NUMBER
53. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " YOHH		·
nn e	CH4	SOUND TYPE: GENERAL +
DB		CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	43	PHRASE NUMBER
54. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " HAHH		
DD	CH4	SOUND TYPE: GENERAL +
DB	Cn4	CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	44	PHRASE NUMBER
55. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOF		
	0114	SOUND TYPE: GENERAL +
DB	CH4	CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	' PAN-POT SETTING
DB	45	PHRASE NUMBER

56. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> TORYA		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	46	PHRASE NUMBER
57. "BALANCING-ON-ROLLING-BALL LI-ZH!" AUGH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	47	PHRASE NUMBER
58. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> MCTORY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	48	PHRASE NUMBER
59. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	5	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	49	PHRASE NUMBER
60. "BALANCING-ON-ROLLING-BALL <i>LI-ZHÎ</i> " FAR JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB .	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	50	PHRASE NUMBER

61. "BALANÇING-ON-ROLLING-BALL LI-ZHI	2	
BALANCING-ON-ROLLING-BALL BGM		
	BGM_SW	SOUND TYPE:
рв	+REP+	RESTORATION-EFFECTIVE SOUND +
	CH3	CHANNEL 3 USED
DB ·	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	51	PHRASE NUMBER
62. SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND		
DO.	CH4	SOUND TYPE: GENERAL +
DB	On	CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	- 52	PHRASE NUMBER
63. BALLOON <i>LI-ZHI</i> BGM		
	BGM_SW	SOUND TYPE:
рв	+REP+	RESTORATION-EFFECTIVE SOUND +
	CH3	CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	53	PHRASE NUMBER
64. RAINBOW HARP		
DB	СНЗ	SOUND TYPE: GENERAL +
DB	CHS	CHANNEL 3 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER
65. LI-ZHI DETERMINATION Do JUMP-SIDEWISE		
SOUND		
DB	СНЗ	SOUND TYPE: GENERAL +
<u>_</u>		CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	55	PHRASE NUMBER

0110	SOUND TYPE: GENERAL +
CH3	CHANNEL 3 USED
70	LEVEL SETTING
127	PAN-POT SETTING
56	PHRASE NUMBER
CH3	SOUND TYPE: GENERAL +
0110	CHANNEL 3 USED
110	LEVEL SETTING
CENTER	PAN-POT SETTING
57	PHRASE NUMBER
CH3	SOUND TYPE: GENERAL +
	CHANNEL 3 USED
50	LEVEL SETTING
10	PAN-POT SETTING
58	PHRASE NUMBER
СНА	SOUND TYPE: GENERAL +
0.1	CHANNEL 4 USED
25	LEVEL SETTING
116	PAN-POT SETTING
59	PHRASE NUMBER
CH3	SOUND TYPE: GENERAL +
	CHANNEL 3 USED
95	LEVEL SETTING
CENTER	PAN-POT SETTING
60	PHRASE NUMBER
	CH3 70 127 56 CH3 110 CENTER 57 CH3 50 10 58 CH4 25 116 59 CH3 95 CENTER

СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
95	LEVEL SETTING
CENTER	PAN-POT SETTING
61	PHRASE NUMBER
СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
85	LEVEL SETTING
CENTER	PAN-POT SETTING
62	PHRASE NUMBER
СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
85	LEVEL SETTING
CENTER	PAN-POT SETTING
63	PHRASE NUMBER
СНЗ	SOUND TYPE: GENERAL + . CHANNEL 3 USED
95	LEVEL SETTING
CENTER	PAN-POT SETTING
64	PHRASE NUMBER
СНЗ	SOUND TYPE: GENERAL + CHANNEL 3 USED
60	LEVEL SETTING
CENTER	PAN-POT SETTING
54	PHRASE NUMBER
	95 CENTER 61 CH3 85 CENTER 62 CH3 85 CENTER 63 CH3 95 CENTER 64 CH3 95 CENTER 64 CH3 60 CENTER

76. PUNCTURE TERMINATION SOUND (SEE YOU)		1
		SOUND TYPE: GENERAL +
DB ·	GH4	CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB ·	65	PHRASE NUMBER
77. DETERMINED <i>LI-ZHI</i> SOUND		
	CUA	SOUND TYPE: GENERAL +
DB	CH4	CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	66	PHRASE NUMBER
78. DETERMINED <i>LI-ZHI</i> STOP SOUND		
DB	CH4	SOUND TYPE: GENERAL +
	O F	CHANNEL 4 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
79. SITTING-DOWN SOUND		
DB	CH3	SOUND TYPE: GENERAL +
		CHANNEL 3 USED
DB ·	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
80. LET'S GO SOUND		
DB	CH4	SOUND TYPE: GENERAL +
		CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	69	PHRASE NUMBER
81. BB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL +
		CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
82. RB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB ·	16	PHRASE NUMBER

SOUND CODE SOUND DATA

FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 000001100B BIT DATA REPRESENTING LOOP			
CMD_QUIT CMD_LEVL ODOH DATA FOR MERGING REPLAY LEVEL SETTING COMMAND CMD_LFIL OCOH LEVEL INTERPOLATION SETTING COMMAND CMD_PANP OBOH REPLAY PAN-POT SETTING COMMAND CMD_LPAN OAOH PAN-POT INTERPOLATION SETTING COMMAND ERR_SW O80H BIT DATA REPRESENTING ALARM SOUND BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND HIT_SW O20H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW O10H BIT DATA REPRESENTING TERMINATION SOUND CLR_MEM O88H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED WHEN TERMINATION SOUND IS GENERATED CH_MASK O03H DATA FOR EXTRACTING MUSIC NUMBER CH1 O CHANNEL CH1 O CHANNEL CH3 CH4 CHANNEL CH4 CHANNEL CH4 CHANNEL CH4 CHANNEL CH5 CNANNEL CH5 CNANNEL	INIT_CODE	0E0H	INITIALIZATION REQUEST CODE
CMD_LEVL 0D0H DATA FOR MERGING REPLAY LEVEL SETTING COMMAND CMD_LFIL 0C0H LEVEL INTERPOLATION SETTING COMMAND CMD_PANP 0B0H REPLAY PAN-POT SETTING COMMAND CMD_LPAN 0A0H PAN-POT INTERPOLATION SETTING COMMAND ERR.SW 080H BIT DATA REPRESENTING ALARM SOUND BIT DATA REPRESENTING ALARM SOUND HIT_SW 020H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW 010H BIT DATA REPRESENTING TERMINATION SOUND CLR.MEM 008H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CMD_PLAY	0F0H	REPLAY START COMMAND
CMD_LFIL 0C0H LEVEL INTERPOLATION SETTING COMMAND CMD_PANP 0B0H REPLAY PAN-POT SETTING COMMAND CMD_LPAN 0A0H PAN-POT INTERPOLATION SETTING COMMAND ERR_SW 080H BIT DATA REPRESENTING ALARM SOUND BGM_SW 040H BIT DATA REPRESENTING RESTORATION-EFFECTIVE SOUND HIT_SW 020H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW 010H BIT DATA REPRESENTING TERMINATION SOUND CLR_MEM 008H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT	CMD_QUIT	0E0H	REPLAY STOP COMMAND
CMD_PANP CMD_LPAN CMD_LP	CMD_LEVL	0D0H	DATA FOR MERGING REPLAY LEVEL SETTING COMMAND
CMD_LPAN 0A0H PAN-POT INTERPOLATION SETTING COMMAND ERR_SW 080H BIT DATA REPRESENTING ALARM SOUND BGM_SW 040H BIT DATA REPRESENTING RESTORATION-EFFECTIVE SOUND HIT_SW 020H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND BIT DATA REPRESENTING TERMINATION SOUND CLR_MEM 008H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED WHEN TERMINATION SOUND IS GENERATED CH_MASK 003H DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CMD_LFIL	0C0H	LEVEL INTERPOLATION SETTING COMMAND
ERR_SW 080H BIT DATA REPRESENTING ALARM SOUND BGM_SW 040H RESTORATION-EFFECTIVE SOUND HIT_SW 020H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW 010H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND CLR_MEM 008H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CMD_PANP	0В0Н	REPLAY PAN-POT SETTING COMMAND
BGM_SW 040H BIT DATA REPRESENTING RESTORATION-EFFECTIVE SOUND BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW 010H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND CLR_MEM 008H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 3 CH4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CMD_LPAN	0A0H	PAN-POT INTERPOLATION SETTING COMMAND
BGM_SW 040H RESTORATION-EFFECTIVE SOUND BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW 010H BIT DATA REPRESENTING TERMINATION SOUND CLR_MEM 008H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 CH3 2 CHANNEL 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	ERR_SW	080Н	BIT DATA REPRESENTING ALARM SOUND
HIT_SW 020H BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND END_SW 010H BIT DATA REPRESENTING TERMINATION SOUND THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 3 CH4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	PCM SW	040	BIT DATA REPRESENTING
END_SW O10H BIT DATA REPRESENTING TERMINATION SOUND THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER O7FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK O03H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 CH2 CH3 CH4 CH3 CHANNEL 1 CH4 CH4 CH4 CH4 CH4 CH4 CH4 CH	DGIM-244	04011	RESTORATION-EFFECTIVE SOUND
CLR_MEM O08H THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED FILTER O7FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK O03H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 CH2 CH3 CH4 CH3 CHANNEL 2 CH3 CH4 CH4 CHANNEL 3 CH4 CHANNEL 4 CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP O0000100B BIT DATA REPRESENTING LOOP	HIT_SW	020H	BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND
FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 000001100B BIT DATA REPRESENTING LOOP	END_SW	010H	BIT DATA REPRESENTING TERMINATION SOUND
FILTER 07FH DATA FOR EXTRACTING MUSIC NUMBER CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 000001100B BIT DATA REPRESENTING LOOP	CLRMEM	UUSH .	THE NUMBER OF RAM DEVICES TO BE CLEARED
CH_MASK 003H DATA FOR EXTRACTING CHANNEL NUMBER USED CH1 0 CHANNEL 1 CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	OLIV_IVILIVI	CER_IMEIM 000H	WHEN TERMINATION SOUND IS GENERATED
CH1 0 CHANNEL 1 CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	FILTER	07FH	DATA FOR EXTRACTING MUSIC NUMBER
CH2 , 1 CHANNEL 2 CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CH_MASK	003H	DATA FOR EXTRACTING CHANNEL NUMBER USED
CH3 2 CHANNEL 3 CH4 3 CHANNEL 4 CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CH1	0	CHANNEL 1
CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CH2	11	CHANNEL 2
CHANNELS 4 NUMBER OF ALL CHANNELS CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CH3	2	CHANNEL 3
CENTER 63 CENTER IN ASSIGNED POSITION SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CH4	3	CHANNEL 4
SDDT 82 * TOTAL NUMBER OF PIECES OF SOUND EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CHANNELS	4	NUMBER OF ALL CHANNELS
EXDT 5 * THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.) RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	CENTER	63	CENTER IN ASSIGNED POSITION
RESUME 5 * ERROR SOUND MUTE REQUEST NUMBER SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	SDDT	82	* TOTAL NUMBER OF PIECES OF SOUND
SOON_BIT 3 REPLAY METHOD SETTING BIT REP 00000100B BIT DATA REPRESENTING LOOP	EXDT	5	* THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.)
REP 00000100B BIT DATA REPRESENTING LOOP	RESUME	5	* ERROR SOUND MUTE REQUEST NUMBER
	SOON_BIT	3	REPLAY METHOD SETTING BIT
PDD9 040H OUTDUT DOPT	REP	00000100B	BIT DATA REPRESENTING LOOP
_RFF0 U40N OUTFULFORT	_RPP8	040H	OUTPUT PORT .

LI~ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LF	- <i>ZHI</i> PF	RESENTA	TION	SELECTION	ON TAE	3LE
LI-ZHI SIGN PRESENTATION	LI-ZIII FRESENTATION	00	01	02	03	04	05	06
	NO <i>LI-ZHI</i> PRESENTATION	58732						
NO <i>LI-ZHI</i> SIGN PRESENTATION	NORMAL <i>LI-ZHI</i> FAILURE PRESENTATION	2500						
	<i>OSHIKURA LI-ZHI</i> FAILURE PRESENTATION	2000	-	65535				
	<i>OSHIKURA LI-ZHI</i> WINNING PRESENTATION							
	POWERBALL 1 <i>LI-ZHI</i> FAILURE PRESENTATION	1000				45875		<u> </u>
	POWERBALL 1 <i>LI-ZHI</i> WINNING PRESENTATION							
	POWERBALL 2 <i>LI-ZHI</i> FAILURE PRESENTATION	300				13107		
	POWERBALL 2 <i>LI-ZHI</i> WINNING PRESENTATION							
	POWERBALL 3 <i>LI-ZHI</i> FAILURE PRESENTATION	1				6553		
	POWERBALL 3 <i>LI-ZHI</i> WINNING PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZHI</i> FAILURE PRESENTATION	800						4587
·	BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZHI</i> WINNING 1 PRESENTATION	•						
	BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZHI</i> WINNING 2 PRESENTATION					,		·
	BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZHI</i> FAILURE PRESENTATION	200						1310
	BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZHI</i> WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZHI</i> WINNING					-		
	2 PRESENTATION BALANCING-ON-ROLLING- BALL CENTER <i>LI-ZHI</i> FAILURE PRESENTATION	1			·	•		6553
	BALANCING-ON-ROLLING- BALL CENTER <i>LI-ZHI</i> WINNING 1 PRESENTATION			\ <u></u>				
	BALANCING-ON-ROLLING- BALL CENTER <i>LI-ZHI</i> WINNING 2 PRESENTATION		.,, .				1144	

. TURNON PRECENTATION	<i>LI-ZHI</i> PRESENTATION	Ц	<i>-ZHI</i> PR	ESENTA	ATION S	ELECTI	ON TAB	LE
<i>I-ZHI</i> SIGN PRESENTATION	LI-ZHI PRESENTATION	00	01	02	03	04	05	06
	NO LI-ZHI PRESENTATION							
OSHIKURA LI-ZHI SIGN	NORMAL <i>LI-ZHI</i> FAILURE					-		
PRESENTATION	PRESENTATION							
	OSHIKURA LI-ZHI FAILURE	1	65534					
	PRESENTATION .		00004					
	OSHIKURA LI-ZHI WINNING					·		
	PRESENTATION							
	POWERBALL 1 <i>LI-ZHI</i>		-1					
	FAILURE PRESENTATION		<u>'</u>					
	POWERBALL 1 LI-ZHI							
	WINNING PRESENTATION		ļ					
•	POWERBALL 2 <i>LI-ZHI</i>							
	FAILURE PRESENTATION							
	POWERBALL 2 <i>LI-ZHI</i>							
	WINNING PRESENTATION							
	POWERBALL 3 <i>LI-ZHI</i>							
	FAILURE PRESENTATION							
	POWERBALL 3 <i>LI-ZHI</i>		1		<u> </u>			
	WINNING PRESENTATION		<u> </u>					
•	BALANCING-ON-ROLLING-	•						
	BALL RIGHT <i>LI-ZHI</i>							
	FAILURE PRESENTATION		ļ					
	BALANCING-ON-ROLLING-							
•	BALL RIGHT <i>LI-ZHI</i>							
	WINNING 1 PRESENTATION		ļ					
	BALANCING-ON-ROLLING-		Ì					
	BALL RIGHT <i>LI-ZHI</i>				ļ			
	WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-		l l					
	BALL LEFT LI-ZHI FAILURE]		
	PRESENTATION					<u> </u>		
	BALANCING-ON-ROLLING-							
	BALL LEFT <i>LI-ZHI</i> WINNING	ļ	1]				
•	1 PRESENTATION				ļ			
	BALANCING-ON-ROLLING-					i		
	BALL LEFT LI-ZHI WINNING	Į						
•	2 PRESENTATION		 	 	ļ	 	-	
	BALANCING-ON-ROLLING-		1				l	
	BALL CENTER <i>LI-ZHI</i> FAILURE PRESENTATION	1						
			-	 	 	1	 	
	BALANCING-ON-ROLLING- BALL CENTER <i>LI-ZHI</i>	Į.		1				
	WINNING 1 PRESENTATION						1]
	BALANCING-ON-ROLLING-		 	 	·	 	 	
		{						
	BALL CENTER <i>LI-ZHI</i> WINNING 2 PRESENTATION							
	WINNING 2 PRESENTATION	<u> </u>			1	1	1	Ц

	, , z, , DDECENTATION	LI-ZHI	LI-ZHI PRESENTATION SELECTION TABLE									
J-ZHI SIGN PRESENTATION	<i>LI-ZHI</i> PRESENTATION	00	01	02	03	04	05	06				
	NO LI-ZHI PRESENTATION											
POWERBALL <i>LI-ZHI</i> SIGN	NORMAL LI-ZHI FAILURE											
PRESENTATION	PRESENTATION											
	OSHIKURA LI-ZHI FAILURE											
	PRESENTATION											
	OSHIKURA LI-ZHI WINNING											
	PRESENTATION	<u> </u>	,		<u> </u>	_						
	POWERBALL 1 LI-ZHI				39320							
	FAILURE PRESENTATION	<u> </u>			03020							
	POWERBALL 1 LI-ZHI							:				
	WINNING PRESENTATION											
	POWERBALL 2 LI-ZHI]		19661							
	FAILURE PRESENTATION											
	POWERBALL 2 <i>LI-ZHI</i>		1	l								
•	WINNING PRESENTATION	<u> </u>			ļ							
	POWERBALL 3 <i>LI-ZHI</i>			İ	6553							
	FAILURE PRESENTATION		··-									
	POWERBALL 3 <i>LI-ZHI</i>											
	WINNING PRESENTATION				 							
	BALANCING-ON-ROLLING-											
	BALL RIGHT <i>LI-ZHI</i>											
	FAILURE PRESENTATION			ļ	<u> </u>							
	BALANCING-ON-ROLLING-			1	1							
·	BALL RIGHT LI-ZHI											
	WINNING 1 PRESENTATION											
	BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZHI</i>											
	WINNING 2 PRESENTATION	1]							
	BALANCING-ON-ROLLING-				1							
	BALL LEFT <i>LI-ZHI</i> FAILURE		Į		1							
	PRESENTATION			ŀ								
_	BALANCING-ON-ROLLING-		····	·	1							
·	BALL LEFT LI-ZHI WINNING	1										
	1 PRESENTATION		ŀ		1			İ				
	BALANCING-ON-ROLLING-			· · · · · · · · · · · · · · · · · · ·								
	BALL LEFT LI-ZHI WINNING		1									
	2 PRESENTATION			1			1					
	BALANCING-ON-ROLLING-											
	BALL CENTER LI-ZHI							l				
	FAILURE PRESENTATION	·				-	<u> </u>					
	BALANCING-ON-ROLLING-											
•	BALL CENTER <i>LI-ZHI</i>		ĺ									
	WINNING 1 PRESENTATION											
	BALANCING-ON-ROLLING-						1					
•	BALL CENTER <i>LI-ZHI</i>		1					. .				
	WINNING 2 PRESENTATION				[

DURING NORMAL PLAY(GNRLF	RECH)	=	TDD5 0	ENITA-	TON C	ירו רס	DON T	ADI E
LI-ZHI SIGN PRESENTATION	LI-ZHIPRESENTATION				03	O4	TON T	06
		00_	01_	02	03	04	05	
	NO <i>LI-ZHI</i> PRESENTATION						-	
BALANCING-ON-ROLLING-BALL	NORMAL <i>LI-ZH</i> /FAILURE PRESENTATION							
<i>LI-ZHI</i> PRESENTATION				├			-	
	OSHIKURA LI-ZHI FAILURE			1	l	<u> </u>		
	PRESENTATION OSHIKURA LI-ZHIWINNING							
	PRESENTATION							
	POWERBALL 1 LI-ZHI				 	 	1	
	FAILURE PRESENTATION					ļ		
	POWERBALL 1 LI-ZHI	······						
	WINNING PRESENTATION				1			
	POWERBALL 2 LI-ZHI							
	FAILURE PRESENTATION							
	POWERBALL 2 LI-ZHI							
	WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI							
	FAILURE PRESENTATION						ļ	
	POWERBALL 3 LI-ZHI			1		1		
	WINNING PRESENTATION	_						
	BALANCING-ON-ROLLING-				1]	
	BALL RIGHT <i>LI-ZHI</i>				1		39320	
	FAILURE PRESENTATION							
•	BALANCING-ON-ROLLING-		İ					
	BALL RIGHT <i>LI-ZHI</i>			Ĭ				ĺ
	WINNING 1 PRESENTATION			<u> </u>		ļ		
	BALANCING-ON-ROLLING-							
	BALL RIGHT LI-ZHIWINNING	1			ł			
	2 PRESENTATION	├		<u> </u>	 	 	 	
	BALANCING-ON-ROLLING-		İ	}			19661	
	BALL LEFT LF-ZH FAILURE	1			Į .	1	13001	
	PRESENTATION BALANCING-ON-ROLLING-	 	ļ				-	
	BALL LEFT LI-ZHI WINNING					-		
	1 PRESENTATION]			ļ	1		
	BALANCING-ON-ROLLING-	1			1	†		
	BALL LEFT LI-ZHI WINNING							
	2 PRESENTATION	Į			ļ			
	BALANCING-ON-ROLLING-	1						
	BALL CENTER LI-ZHI	ļ						
	FAILURE PRESENTATION						1	
	BALANCING-ON-ROLLING-					1		
	BALL CENTER <i>LI-ZHI</i>		ļ				1	ŀ
	WINNING 1 PRESENTATION							<u> </u>
	BALANCING-ON-ROLLING-	1					-	
	BALL CENTER <i>LI-ZH</i> I		1					
	WINNING 2 PRESENTATION	1	<u> </u>		<u> </u>		<u> </u>	

DURING NORMAL PLAY(G		LI-ZF	//PRE	SENTA	TION S	SELEC	ПОП Т	ABLE
LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	00	01	02	03	04	05	06
	NO <i>LI-ZHI</i> PRESENTATION							
YAH-HOO SIGN PRESENTATION	NORMAL <i>LI-ZHI</i> FAILURE PRESENTATION							
	<i>OSHIKURA LI-ZHI</i> FAILURE						1	
	PRESENTATION						ļ	
	OSHIKURA LI-ZHIWINNING PRESENTATION							
	POWERBALL 1 LI-ZHI							
	FAILURE PRESENTATION				<u> </u>			
	POWERBALL 1 <i>LI-ZHI</i>							
	WINNING PRESENTATION				ļ			
	POWERBALL 2 <i>LI-ŻHI</i>			,			<u> </u>	
	FAILURE PRESENTATION							
	POWERBALL 2 LI-ZHI]			
	WINNING PRESENTATION			ļ				
•	POWERBALL 3 <i>LI-ZHI</i>							
	FAILURE PRESENTATION							
	POWERBALL 3 <i>LI-ZHI</i>							
	WINNING PRESENTATION							
	BALANCING-ON-ROLLING-						İ	
	BALL RIGHT <i>LI-ZHI</i> FAILURE							
	PRESENTATION							
	BALANCING-ON-ROLLING-			Ì				
	BALL RIGHT LI-ZHIWINNING 1							
,	PRESENTATION			 				
•	BALANCING-ON-ROLLING-							
_	BALL RIGHT <i>LI-ZHI</i> WINNING 2							
·	PRESENTATION							
	BALANCING-ON-ROLLING-							
	BALL LEFT <i>LI-ZHI</i> FAILURE							
	PRESENTATION							
	BALANCING-ON-ROLLING-							
	BALL LEFT <i>LI-ZHI</i> WINNING 1 IPRESENTATION							
	<u> </u>						ļ	
	BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZHI</i> WINNING 2							
÷	PRESENTATION							
	BALANCING-ON-ROLLING-							
	BALL CENTER LI-ZHI FAILURE						6553	
	PRESENTATION						3300	
	BALANCING-ON-ROLLING-			 			·	
	BALL CENTER LI-ZHI							
	WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-			ļ————	 			
	BALL CENTER LI-ZHI			l				
	WINNING 2 PRESENTATION							

FIG.82

LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

Zi Zi Zi Zi Zi Zi Zi Zi Zi Zi Zi Zi Zi	AL ZURDDESENTATION		LI-ZI-	//PRESE	PRESENTATION SELECTION TABLE				
LI-ZHISIGN PRESENTATION	LI-ZH/PRESENTATION	00	02	07	08	09	10	18	19
	NO <i>LI-ZHI</i> PRESENTATION	58732							
NO <i>LI-ZHI</i> SIGN PRESENTATION	NORMAL <i>LI-ZHI</i> FAILURE PRESENTATION	2500						58935	
,	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000	65535					200	
	OSHIKURA LI-ZHI WINNING								
	PRESENTATION								
	POWERBALL 1 LI-ZHI	4000			0000			,	
	FAILURE PRESENTATION	1000			9830			1	
	POWERBALL 1 <i>LI-ZHI</i>								
	WINNING PRESENTATION								
	POWERBALL 2 LI-ZHI	300			16384			199	
	FAILURE PRESENTATION				10001				
	POWERBALL 2 <i>LI-ZHI</i>								
	WINNING PRESENTATION								
	POWERBALL 3 LI-ZHI	1			39321			2000	
	FAILURE PRESENTATION					.,			
	POWERBALL 3 LI-ZHI						-		
	WINNING PRESENTATION								
	BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZHI</i>	800					9830	1	
	FAILURE PRESENTATION	800					3000	'	
	BALANCING-ON-ROLLING-		_						
	BALL RIGHT <i>LI-ZHI</i>							-	
	WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-				1				
	BALL RIGHT <i>LI-ZHI</i>				,				
÷	WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-					_			
	BALL LEFT <i>LI-ZH</i> FAILURE	200					16384	199	
	PRESENTATION								
	BALANCING-ON-ROLLING-								
	BALL LEFT LI-ZH/WINNING								
	1 PRESENTATION	·							
	BALANCING-ON-ROLLING-							1	
	BALL LEFT <i>LI-ZHI</i> WINNING 2 PRESENTATION	i							
	BALANCING-ON-ROLLING-								
	BALL CENTER LI-ZHI	1			[39321	2000	
	FAILURE PRESENTATION	'			 				
	BALANCING-ON-ROLLING-				<u> </u>				
	BALL CENTER LI-ZHI								
	WINNING I PRESENTATION								
	BALANCING-ON-ROLLING-		<u> </u>						
	BALL CENTER <i>LI-ZH</i> I		[] 1		
	WINNING 2 PRESENTATION		 						

FIG.83 LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI PRESENTATION SEL	LI-ZHIPRESENTATION		LI-ZI-	//PRESE	ОПАТИ	n selec	стои т	ABLE	
<i>LI-ZHI</i> SIGN PRESENTATION		00	02	07	08	09	10	18	19
	NO LI-ZHIPRESENTATION					ŀ	^		
OSHIKURA LI-ZHI SIGN	NORMAL LI-ZHI FAILURE								
PRESENTATION	PRESENTATION								
FRESERVATION	OSHIKURA LI-ZHI FAILURE						1	0000	0.4505
	PRESENTATION	1 1				1	İ	2000	64535
	OSHIKURA LI-ZHIWINNING								
	PRESENTATION		İ	l			1		
	POWERBALL 1 LL-ZHI	_							1000
	FAILURE PRESENTATION	[}	ł	1000
	POWERBALL 1 LI-ZHI								
	WINNING PRESENTATION								
·	POWERBALL 2 LI-ZHI	t							
	FAILURE PRESENTATION							١.	
	POWERBALL 2 LI-ZHI				· · · · · · · · · · · · · · · · · · ·				
	WINNING PRESENTATION	j		,					
	POWERBALL 3 LI-ZHI							Ι "	
	FAILURE PRESENTATION			l	ļ				
	POWERBALL 3 LI-ZHI	· · · · · · · · · · · · · · · · · · ·							
	WINNING PRESENTATION								<u> </u>
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i>	l							
	FAILURE PRESENTATION							<u> </u>	
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i>	l					ŀ		
	WINNING 1 PRESENTATION	<u> </u>			<u> </u>				ļ
	BALANCING-ON-ROLLING-		l		l	1	1.	ł	
	BALL RIGHT <i>LF-ZHI</i>								<u> </u>
	WINNING 2 PRESENTATION	_				ļ	└		<u> </u>
·	BALANCING-ON-ROLLING-	1	l				ļ		
	BALL LEFT <i>LI-ZHI</i> FAILURE						ļ		
·	PRESENTATION				ļ	<u> </u>	<u> </u>	ļ <u> </u>	
	BALANCING-ON-ROLLING-	1				1	į .		
	BALL LEFT LI-ZH/WINNING						1		
İ	1 PRESENTATION			ļ <u>.</u>	<u> </u>				
	BALANCING-ON-ROLLING-		1	1		ļ		}	
	BALL LEFT <i>LI-ZHI</i> WINNING							İ	
	2 PRESENTATION		<u> </u>	├	<u> </u>	<u> </u>	├		-
	BALANCING-ON-ROLLING-	1		Ì		ļ			
	BALL CENTER <i>LI-ZHI</i>								
	FAILURE PRESENTATION	<u> </u>	<u> </u>	-			 		
	BALANCING-ON-ROLLING-	1							
	BALL CENTER LI-ZHI	.]	1				1	1	
	WINNING 1 PRESENTATION		<u> </u>			 	 		
	BALANCING-ON-ROLLING-	1	1			Ì	1	1	
	BALL CENTER LI-ZHI	.1		ļ	1		1		
1	WINNING 2 PRESENTATION	Ι.	L		l				ل

FIG.84

LI-ZHIPRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

· TROOM DECOMMENDATION	<i>LI-ZHI</i> PRESENTATION		LI-ZI	//PRESE	ОПАТИ	N SELEC	T NOIT	ABLE	
<i>I-ZHI</i> SIGN PRESENTATION	LFZPIPRŒSENTATION	00	02	07	08	09	10	18	19
	NO <i>LI-ZHI</i> PRESENTATION							$oxed{igspace}$	
POWERBALL LI-ZHISIGN	NORMAL <i>LI-ZHI</i> FAILURE								
	PRESENTATION								
	OSHIKURA LI-ZHI FAILURE								
	PRESENTATION								
	OSHIKURA LI-ZHIWINNING								
	PRESENTATION								
	POWERBALL 1 LI-ZHI			10100					
	FAILURE PRESENTATION			12106					
	POWERBALL 1 LI-ZHI								
	WINNING PRESENTATION								
	POWERBALL 2 LI-ZHI			40004					
	FAILURE PRESENTATION			19661					
	POWERBALL 2 LI-ZHI				-				
	WINNING PRESENTATION			i 1					
	POWERBALL 3 LI-ZHI								
	FAILURE PRESENTATION			32768					
	POWERBALL 3 LI-ZHI								
	WINNING PRESENTATION								
	BALANCING-ON-ROLLING-	_							
	BALL RIGHT LI-ZHI FAILURE			1000					
	PRESENTATION		1			<u>.</u>			
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i> WINNING						ļ	•	
	1 PRESENTATION	1				•			
	BALANCING-ON-ROLLING-								
	BALL RIGHT LF-ZH/WINNING	1							
	2 PRESENTATION	ĺ							
	BALANCING-ON-ROLLING-								
	BALL LEFT LI-ZHI FAILURE		1					1	
	PRESENTATION						ļ		
,	BALANCING-ON-ROLLING-								
	BALL LEFT LI-ZH/WINNING	1			Ì			1	
	1 PRESENTATION								-
	BALANCING-ON-ROLLING-								
•	BALL LEFT LI-ZH/WINNING		Ì					1	l
	2 PRESENTATION						l		
	BALANCING-ON-ROLLING-							ļ	
	BALL CENTER LI-ZHI								
	FAILURE PRESENTATION	l		1	1		<u> </u>		
	BALANCING-ON-ROLLING-	1				1			
	BALL CENTER LI-ZHI				Į		ļ		
•	WINNING 1 PRESENTATION		1		ĺ		1	1	
	BALANCING-ON-ROLLING-	 	† 		1		Ī]
,	BALL CENTER LI-ZHI				1		1	i	
•	WINNING 2 PRESENTATION							1	

LI-ZH/PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	<i>LI-ZHI</i> PRESENTATION		<i>U-Z</i>	#PRESE	NTATIC	N SELEC	TION T	ABLE	
LHZH/SIGN PRESENTATION		00	02	07	- 08	09	10	18	19
	NO <i>LI-ZHI</i> PRESENTATION								
BALANCING-ON-ROLLING-B	NORMAL LI-ZHI FAILURE								
ALL LI-ZHIPRESENTATION	PRESENTATION								
,	OSHIKURA LI-ZHI FAILURE								
•	PRESENTATION								
	OSHIKURA LI-ZHIWINNING								
	PRESENTATION				<u></u>				
	POWERBALL 1 LI-ZHI				1				
	FAILURE PRESENTATION								
	POWERBALL 1 LI-ZHI								
	WINNING PRESENTATION		L						
	POWERBALL 2 LI-ZHI			Ī					
	FAILURE PRESENTATION								
	POWERBALL 2 LI-ZHI				ŀ				1
	WINNING PRESENTATION			L					
	POWERBALL 3 LI-ZHI								
	FAILURE PRESENTATION				<u>. </u>				
	POWERBALL 3 LI-ZHI								1
	WINNING PRESENTATION	:							L
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i>					12106			
	FAILURE PRESENTATION	<u> </u>							
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i>	1							
	WINNING 1 PRESENTATION			ļ				ļ	<u></u>
	BALANCING-ON-ROLLING-	1							
	BALL RIGHT <i>LI-ZHI</i>								
	WINNING 2 PRESENTATION		<u> </u>		ļ	L			L
	BALANCING-ON-ROLLING-	1				1			
	BALL LEFT LF-ZH/FAILURE					19661	-	 	
	PRESENTATION	ļ						ļ	
	BALANCING-ON-ROLLING-								
	BALL LEFT LI-ZHIWINNING		İ	1		!			
	1 PRESENTATION	<u> </u>	ļ	ļ	 				 -
	BALANCING-ON-ROLLING-							Į	
	BALL LEFT LI-ZHIWINNING			1			-	Ì	
	2 PRESENTATION	— —		-		<u> </u>		├	
	BALANCING-ON-ROLLING-	1			1				
	BALL CENTER LI-ZHI			1				l	
	FAILURE PRESENTATION	 	<u> </u>	 	 	 		·	-
•	BALANCING-ON-ROLLING-	1	.						
	BALL CENTER LI-ZHI	.]	1				İ		
	WINNING 1 PRESENTATION	 	 	 		 		 	┼
	BALANCING-ON-ROLLING-	1	1						
	BALL CENTER LI-ZHI	J		Į.	1		1		
	WINNING 2 PRESENTATION	<u>'</u>	<u> </u>	<u> </u>		<u>.i</u>	<u> </u>	1	Щ.

FIG.86 LI-ZHIPRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	LI-ZHIPRESENTATION		LI-ZI	#PRESE	ENTATIC	ON SELEC	CTION TABLE					
L-ZH SIGN FRESHVIA HOW	E D'II TEOBVIATION	00	02	07	80	09	10	18	19			
	NO <i>LI-ZHI</i> PRESENTATION											
YAH-HOO SIGN	NORMAL <i>LI-ZHI</i> FAILURE											
PRESENTATION	PRESENTATION											
	OSHIKURA LI-ZHI					1000			İ			
	FAILURE PRESENTATION											
	OSHIKURA LI-ZHI											
•	WINNING PRESENTATION											
	POWERBALL 1 <i>LI-ZHI</i> FAILURE PRESENTATION											
	POWERBALL 1 LI-ZHI											
	MINNING PRESENTATION											
	POWERBALL 2 LI-ZHI				-							
	FAILURE PRESENTATION											
	POWERBALL 2 LI-ZHI				 							
	WINNING PRESENTATION											
	POWERBALL 3 LI-ZHI						-					
	FAILURE PRESENTATION											
	POWERBALL 3 LI-ZHI											
	WINNING PRESENTATION				l							
	BALANCING-ON-ROLLING-											
	BALL RIGHT LI-ZH FAILURE											
	PRESENTATION											
,	BALANCING-ON-ROLLING-											
	BALL RIGHT <i>LI-ZH</i> IWINNING I											
	PRESENTATION											
	BALANCING-ON-ROLLING-											
	BALL RIGHT LF-ZH/WINNING 2				!							
	PRESENTATION											
	BALANCING-ON-ROLLING-											
	BALL LEFT LI-ZHIFAILURE											
	PRESENTATION											
	BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZH</i> /WINNING 1					li						
	PRESENTATION			,		1						
	BALANCING-ON-ROLLING-				 							
_	BALL LEFT LI-ZHI WINNING 2				1							
	PRESENTATION											
	BALANCING-ON-ROLLING-											
	BALL CENTER LI-ZHI					32768						
	FAILURE PRESENTATION											
	BALANCING-ON-ROLLING-											
	BALL CENTER <i>LI-ZHI</i>											
	WINNING 1 PRESENTATION											
	BALANCING-ON-ROLLING-					[
	BALL CENTER <i>LI-ZHI</i>						•					
	WINNING 2 PRESENTATION				I	i l						

LI-ZHIPRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

<i>I-ZHI</i> SIGN PRESENTATION	<i>LI-ZHI</i> PRESENTATION		LI-ZI	#PRESE		ON SELEC	T NOT	ABLE	_
7-211 SIGN FINE SERVICEN	LJ 27 TILOZIVI MISI	00	11	12	13	14	15	16	17
	NO <i>LI-ZH</i> IPRESENTATION								
NO <i>LI-ZHI</i> SIGN	NORMAL <i>LI-ZHI</i> FAILURE	2500							
PRESENTATION	PRESENTATION	2300							
	<i>OSHIKURA LI-ZHI</i> FAILURE	2000							
	PRESENTATION			ļ					
	OSHIKURA LI-ZHIWINNING			65535					
	PRESENTATION								
	POWERBALL 1 LI-ZHI	1000							
	FAILURE PRESENTATION			!					
	POWERBALL 1 LF-ZHI					13106			
	WINNING PRESENTATION					-			
	POWERBALL 2 LI-ZHI	300							
	FAILURE PRESENTATION								
	POWERBALL 2 LI-ZHI					19661			•
	WINNING PRESENTATION								
	POWERBALL 3 LI-ZHI	1							
	FAILURE PRESENTATION					ļ		ļi	
	POWERBALL 3 LF-ZHI	-		[32768			
	WINNING PRESENTATION				·			ļ	
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i>	800		l l					
	FAILURE PRESENTATION		<u></u>	·			•		
	BALANCING-ON-ROLLING-							0175	
	BALL RIGHT <i>LI-ZHI</i>							9175	
	WINNING 1 PRESENTATION			<u></u>				 	
	BALANCING-ON-ROLLING-			۱ ۱				2000	
	BALL RIGHT <i>LI-ZHI</i>							3932	
	WINNING 2 PRESENTATION			┝──┤					
	BALANCING-ON-ROLLING-	200							
	BALL LEFT LI-ZHIFAILURE	200							
	PRESENTATION .			<u> </u>				 	
	BALANCING-ON-ROLLING-							13763	
	BALL LEFT <i>LI-ZH</i> /WINNING							13/63	
	1 PRESENTATION								
	BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZHI</i> WINNING			1				5898	
	2 PRESENTATION							3030	
	BALANCING-ON-ROLLING-			 				 	
		1				1			
	BALL CENTER <i>LI-ZHI</i> FAILURE PRESENTATION	' '							!
	BALANCING-ON-ROLLING-								
	BALL CENTER LI-ZHI							22937	
	WINNING 1 PRESENTATION							2230,	
	BALANCING-ON-ROLLING-			 				 	
	BALL CENTER LI-ZHI							9830	
	WINNING 2 PRESENTATION		1						

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LA ZI MOIONI DIDECENTATIONI	<i>LI-ZHI</i> PRESENTATION		LI-Zh	//PRESE	OITATIO	N SELEC	CTION T	ABLE	
<i>LI-ZHI</i> SIGN PRESENTATION	LF2N/FRESCINTATION	00	11	12	13	14	15	16	17
	NO <i>LI-ZHI</i> PRESENTATION								
<i>OSHIKURA LI-ZHI</i> SIGN	NORMAL LI-ZHI FAILURE								
PRESENTATION	PRESENTATION								
	OSHIKURA LI-ZHI FAILURE	-							
	PRESENTATION	1							
	OSHIKURA LI-ZHIWINNING		65535						
	PRESENTATION		03333						
	POWERBALL 1 LI-ZHI						:		
•	FAILURE PRESENTATION								
	POWERBALL 1 <i>LI-ZHI</i>								
	WINNING PRESENTATION						L		
	POWERBALL 2 LI-ZHI					ļ			
	FAILURE PRESENTATION								
	POWERBALL 2 LI-ZHI								
	WINNING PRESENTATION				<u> </u>		 		
•	POWERBALL 3 LI-ZHI								
	FAILURE PRESENTATION								
	POWERBALL 3 LF-ZHI								
•	WINNING PRESENTATION						<u> </u>		<u> </u>
	BALANCING-ON-ROLLING-							1	l
	BALL RIGHT <i>LI-ZHI</i>								
	FAILURE PRESENTATION				ļ	ļ 	·		
	BALANCING-ON-ROLLING-				l		ŀ		
•	BALL RIGHT LI-ZH	ļ			1				
•	WINNING 1 PRESENTATION			<u> </u>			,	<u> </u>	
•	BALANCING-ON-ROLLING-	1						1	
	BALL RIGHT LI-ZHI								
	WINNING 2 PRESENTATION	·	 -	<u> </u>	 		 .	 	┝
	BALANCING-ON-ROLLING-				İ	1	l		
	BALL LEFT LI-ZHI FAILURE						1	ļ	
•	PRESENTATION BALANCING-ON-ROLLING-								ļ
	BALL LEFT LI-ZH/WINNING							1	ļ
	1 PRESENTATION	ŀ							1
	BALANCING-ON-ROLLING-		 	<u> </u>		1			
	BALL LEFT LI-ZHIWINNING	1						<u> </u>	
	2 PRESENTATION	ľ	ŀ	ŀ					
	BALANCING-ON-ROLLING-	1				†	<u> </u>		
	BALL CENTER LI-ZHI				1		1		
	FAILURE PRESENTATION								
,	BALANCING-ON-ROLLING-	1			1				
	BALL CENTER LI-ZHI				1				1
	WINNING I PRESENTATION	1	1				l .		<u></u>
	BALANCING-ON-ROLLING-	1			Ī			1	
	BALL CENTER LI-ZHI								
	WINNING 2 PRESENTATION	1							l

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

	A THEOGRAPHICATION		LI-ZF	//PRESE	ΝΤΑΠΟ	N SELEC	сттом т	ABLE	
LI-ZHI SIGN PRESENTATION	LI-ZHIPRESENTATION	00	11	12	13	14	15	16	17
	NO <i>LI-ZHI</i> PRESENTATION								
POWERBALL <i>LI-ZHI</i> SIGN PRESENTATION	NORMAL <i>LI-ZH</i> IFAILURE PRESENTATION								
	OSHIKURA LI-ZHIFAILURE PRESENTATION								
	OSHIKURA LI-ZHIWINING PRESENTATION								
	POWERBALL 1 <i>LI-ZHI</i> FAILURE PRESENTATION								
	POWERBALL 1 <i>LI-ZHI</i> WINNING PRESENTATION				6553				
	POWERBALL 2 LI-ZHIFAILURE PRESENTATION								
	POWERBALL 2 <i>LI-ZHI</i> WINNING PRESENTATION				13107				
	POWERBALL 3 LF-ZHFAILURE PRESENTATION								
	POWERBALL 3 <i>LI-ZHI</i> WINNING PRESENTATION				45875			•	
	BALANCING-ON-ROLLING- BALL RIGHT <i>LI-ZH</i> FAILURE								
	PRESENTATION BALANCING-ON-ROLLING- BALL RIGHT LI-ZHWINNING 1					, · · · · · · · · · · · · · · · · · · ·			
•	PRESENTATION BALANCING-ON-ROLLING-		,						
	BALL RIGHT LI-ZH/WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING- BALL LEFT LI-ZH/FAILURE					-			
	PRESENTATION BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZH</i> WINNING 1								
	PRESENTATION BALANCING-ON-ROLLING- BALL LEFT <i>LI-ZHW</i> INNING 2	•					}		
	PRESENTATION BALANCING-ON-ROLLING-				_				
	BALL CENTER <i>LI-ZH</i> /FAILURE PRESENTATION					 			
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHWINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHIWINING								
	2 PRESENTATION	<u> </u>	<u> </u>			<u> </u>	<u> </u>	<u> </u>	<u> </u>

LI-ZHIPRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

	<i>LI-ZHI</i> PRESENTATION		LI-ZI	#PRESE	OTATA	N SELEC	CTION T	ABLE	
<i>LI-ZHI</i> SIGN PRESENTATION	LF2H/PRESENTATION	00	11	12	13	14	15	16	17
	NO <i>LI-ZHI</i> PRESENTATION								
BALANCING-ON-ROLLING-	NORMAL LI-ZH/FAILURE								
BALL <i>LI-ZHI</i> PRESENTATION									
, <u> </u>	OSHIKURA LI-ZHI FAILURE								
	PRESENTATION								
	OSHIKURA LI-ZHIWINNING								-
	PRESENTATION				İ				
•	POWERBALL 1 LI-ZHI								
	FAILURE PRESENTATION								
	POWERBALL 1 LI-ZHI								
	WINNING PRESENTATION	•							
	POWERBALL 2 LI-ZHI								
	FAILURE PRESENTATION	•]					
	POWERBALL 2 LI-ZHI								
	WINNING PRESENTATION								
	POWERBALL 3 LI-ZHI								
	FAILURE PRESENTATION								
	POWERBALL 3 LI-ZHI								
	WINNING PRESENTATION	ļ		1					
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZH</i> /FAILURE								
	PRESENTATION								
	BALANCING-ON-ROLLING-							-	
	BALL RIGHT <i>LI-ZHI</i> WINNING 1				ļ		4588		
	PRESENTATION	ŀ							
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i> WINNING 2	ł			Ì		1966	•	
•	PRESENTATION								
	BALANCING-ON-ROLLING-				, ,				
	BALL LEFT <i>LI-ZHI</i> FAILURE				ļ				İ
	PRESENTATION						•		
	BALANCING-ON-ROLLING-					1			
	BALL LEFT <i>LI-ZHI</i> WINNING 1			!			9175		
	PRESENTATION								
	BALANCING-ON-ROLLING-							İ	ŀ
	BALL LEFT <i>LI-ZHI</i> WINNING 2						3932		1
	PRESENTATION						<u> </u>		
	BALANCING-ON-ROLLING-								
	BALL CENTER <i>LI-ZH</i> I								l
	FAILURE PRESENTATION							<u> </u>	
	BALANCING-ON-ROLLING-]		1				
	BALL CENTER <i>LI-ZHI</i>		ļ	1		1	1		
	WINNING 1 PRESENTATION				<u> </u>			<u> </u>	
	BALANCING-ON-ROLLING-								
	BALL CENTER <i>LI-ZHI</i>				Î	1	Į.		
	WINNING 2 PRESENTATION		}	1	1		<u> </u>	<u> </u>	L_

LI-ZHIPRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

	11-7UIDDECENTATION		LI-ZI	#PRESE	NTATIO	N SELEC	CTION T	ABLE	
LI-ZHISIGN PRESENTATION	LI-ZHIPRESENTATION	00	11	12	13	14	15	16	17
	NO <i>LI-ZHI</i> PRESENTATION								
YAH-HOO SIGN	NORMAL <i>LI-ZHI</i> FAILURE								
PRESENTATION	PRESENTATION								
	OSHIKURA LI-ZHI FAILURE								
	PRESENTATION								
	OSHIKURA LI-ZHIWINNING								
	PRESENTATION								
	POWERBALL 1 LI-ZHI								
	FAILURE PRESENTATION					l			
	POWERBALL 1 <i>LI-ZHI</i>								
	WINNING PRESENTATION								
	POWERBALL 2 LI-ZHI								
	FAILURE PRESENTATION								
	POWERBALL 2 LI-ZHI								
	WINNING PRESENTATION					!			
	POWERBALL 3 LF-ZHI								
	FAILURE PRESENTATION					1			ŀ
	POWERBALL 3 LI-ZHI								
	WINNING PRESENTATION								
	BALANCING-ON-ROLLING-								
	BALL RIGHT <i>LI-ZHI</i> FAILURE								
	PRESENTATION								İ
•	BALANCING-ON-ROLLING-					İ			
	BALL RIGHT <i>LI-ZHI</i> WINNING								
	1 PRESENTATION								
	BALANCING-ON-ROLLING-								
	BALL RIGHT LI-ZH/WINNING			,					
	2 PRESENTATION								
	BALANCING-ON-ROLLING-								
	BALL LEFT <i>LI-ZHI</i> FAILURE								
	PRESENTATION		ļ	[
	BALANCING-ON-ROLLING-								
	BALL LEFT LI-ZH/WINNING 1								
	PRESENTATION	i			ŀ	ļ			
	BALANCING-ON-ROLLING-								
	BALL LEFT LI-ZH/WINNING 2					i			
	PRESENTATION	1	l						
	BALANCING-ON-ROLLING-								
	BALL CENTER <i>LI-ZH</i> I		l						ŀ
•	FAILURE PRESENTATION			İ					-
	BALANCING-ON-ROLLING-	!							
	BALL CENTER <i>LI-ZHI</i>				<u> </u>		32112		1
	WINNING I PRESENTATION	L	<u> </u>	L	<u></u>				
	BALANCING-ON-ROLLING-								
	BALL CENTER <i>LI-ZHI</i>		1				13762		ŀ
	WINNING 2 PRESENTATION				<u> </u>			L	L
BAROON / 1-2-1/RON	IUS DETERMINATION)	Ī							6553

BBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN BB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	19660
Do	26214
, CAKE	9831
COOKIE	9830

FIG.93

RBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN RB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
BAR	3276
Do	9830
CAKE	26215
COOKIE	26214

FIG.94

MSRECCHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN LI-ZH/FAILURE PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	3276
BAR	6553
Do	9830
CAKE	22938
COOKIE	22938

FIG.95

SYMBOL DISPLAYED ON CENTER REEL WHEN BALANCING-ON-ROLLING-BALL LI-ZHI HAS FAILED

TEN P'AIS SYMBOL	CENTER DISPLAYED SYMBOL
7 DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = BAR
BAR DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = Do
Do DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = E
CAKE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = COOKIE
COOKIE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = 7

DOY+ODG+ LENDOO

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INTERNALLY-	INTERNALLY-GENERATED COMBINATIONS	(CHERRY OR DRAGON B)	(DRAGON)	(DIAMOND)	(REPLAY)	(SINGLE-SHOT RB)	(SINGLE-SHOT RB)	(FAILURE)
DISPLAYED SYM	DISDI AVED SYMBOL SELECTION TABLE NUMBER	DISPLAYED SYMBOL	DISPLAYED SYMBOL	DISPLAYED SYMBOL	DISPLAYED SYMBOL	DISPLAYED SYMBOL	DISPLAYED SYMBOL	DISPLAYED SYMBOL
		SELECTION TABLE 1	SELECTION TABLE 2	SELECTION TABLE 3	SELECTION TABLE 4	SELECTION TABLE 9	SELECTION TABLE 10	SELECTION TABLE D
	GROUP 1 L-SIGN PRESENTATION	52428				3277	3277	
	GROUP 2 H-SIGN PRESENTATION	6554			·	13107	13107	
CHIMNEN DO DOX	DG L-SIGN PRESENTATION		32768			3277	3277	
DNINNIN TO BAT I	DG H-SIGN PRESENTATION		3277			13107	13107	
PRESENTATION	DIAMOND L-SIGN PRESENTATION		,	52428		3277	3277	
	DIAMOND H-SIGN PRESENTATION			6554		13107	13107	
	REPLAY SIGN PRESENTATION				65535	13107	13107	
	NONE	6553	29490	6553		3276	-3276	65535
	ш		4587	48495	4587	2621	1310	10485
	×	3276	48495	4587		2621	1310	10485
	⊢	45874	4587		4587	2621	1310	10485
TYPE OF	œ	3276	4587	4587	48495	2621	1310	10485
DISPLAYED	٨	9830		4587	4587	2621	1310	10485
SYMBOL	7	629	629	659	629	6558	22288	2626
	BAR	655	655	655	655	18349	6553	2621
	Do	655	. 655	655	655	6553	.11796	2621
	CAKE	655	655	655	655	10485	9174	2621
	COOKIE	655	655	655	655	10485	9174	2621

CONTRACTOR AND COOK

FIG.97

DURING INTERNAL GENERATION OF BONUS GAME (BNFGPLAY)

	_	_()							т	1	ī	1		9	_	1		T
88	DISPLAYED SYMBOL	SELECTION TABLE 12		/	/	/	/	/	/		13107	6553	6553	6553	6553	6553	3932	5242	5242	5242
RB	DISPLAYED SYMBOL	SELECTION TABLE 11		/	/	/	/	/	/	_	6553	6553	13107	6553	6553	3937	6553	5242	5242	5242
REPLAY	DISPLAYED SYMBOL	SELECTION TABLE 8	6554	6553	6554	6553	6554	6553	13107	13107		3276	45874	3276	9830	629	655	655	655	655
DIAMOND	DISPLAYED SYMBOL	SELECTION TABLE 7	3277	3277		3277	19661	26214	3276	6553	32767		6553			1315	1310	11140	1310	11140
DG	DISPLAYED SYMBOL	SELECTION TABLE 6	3277	3276	22938	22938		3277	3276	6553	3276	32767	3276	3276	6553	1316	6553	1310	6553	655
GROUP 1	DISPLAYED SYMBOL	SELECTION TABLE 5	19661	26214	3277	3277	3277	3276		6553			6553		39321	7867	1310	7864	1310	1310
INTERNALLY-GENERATED COMBINATION	A VED SYMBOL OF FETTION 148BE	שניטר טרורטייטא יספרר אמשמרא	GROUP 1 L-SIGN PRESENTATION	GROUP 2 H-SIGN PRESENTATION	DG L-SIGN PRESENTATION	DG H-SIGN PRESENTATION	DIAMOND L-SIGN PRESENTATION	DIAMOND H-SIGN PRESENTATION	REPLAY SIGN PRESENTATION	NONE	Ē	×	L	œ	∢	7	ВАК	Do	CAKE	COOKIE
INTERNALLY	יאס מפאע ומענט אין מפאע ומענט				L 0	WINNING SIGN	PRESENTATION						,	100	DISPLAYED	SYMBOL		:		

11-2HI PRESENTATION SELECTION TABLE

					FLASH	FLASH DATA NUMBER	JMBER			
		0	1	2	€.	4	ស	9	7	ω
	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 1)	00	00	0.1	10	03	03	05	0.5	00
	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 2)	00	00	02	70	04	04	90	90	00
GAME	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 1)	00	00	19	19	07	07	60	60	00
STATUS	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 2)	18	18	02	02	08	08	10	10	00
	WIN LAMP BEING ILLUMINATED [WLONRECH](STARTING SOUND 1)	00	00	-	11	13	13	15	15	17
	WIN LAMP BEING ILLUMINATED [WLONRECH](STARTING SOUND 2)	00	00	12	12	14	14	16	16	17

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE	9 DIAMOND DURING	INTERNAL ELECTION	OF BB OR RB
0 2 8	NO	STARTING SOUND 1	4
0 2 2	NO	STARTING SOUND 1	5
050	YES	STARTING SOUND 1	7
156	ÑO	STARTING SOUND 2	NO
FLASH DATA TABLE	MISS IN NORMAL	GAME	
2 2 5	NO	STARTING SOUND 1	NO
0 0 1	NO	STARTING SOUND 1	5
013	NO NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	2
0 0 1	NO	STARTING SOUND 2	3
0 0 1	NO	STARTING SOUND 2	5
0 0 1	NO	STARTING SOUND 2	NO
FLASH DATA TABLE	GROUP 1 IN NOR	MAL GAME	
1 6 3	NO NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	2
003	NO	STARTING SOUND 1	3
041	NO .	STARTING SOUND 2	NO
001	NO .	STARTING SOUND 2	7
026	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	6
010	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	. 2

SAMPLED VALUE			.,			
188	SAMPLED VALUE		GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS		
O 1 0	FLASH DATA TABLE	FLASH DATA TABLE 2 DG IN NORMAL GAME				
NO	188	NO	STARTING SOUND 1	NO.		
O 0 1	010	NO	STARTING SOUND 1	1		
NO	002	NO	STARTING SOUND 1	6		
NO	0.01	NO	STARTING SOUND 2	NO		
0 3 6	001	NO	STARTING SOUND 2	NO		
NO	013	NO	STARTING SOUND 2	NÖ		
NO STARTING SOUND 2 6	036	NO.	STARTING SOUND 2	NO		
FLASH DATA TABLE 3	0 0 1	NO	STARTING SOUND 2	2		
1 1 3	0 0 4	NO	STARTING SOUND 2	6		
NO	FLASH DATA TABLE 3 DIAMOND IN NORMAL GAME					
0 0 1 NO STARTING SOUND 1 5 0 0 2 NO STARTING SOUND 2 NO 0 1 8 NO STARTING SOUND 2 4 1 2 0 NO STARTING SOUND 2 NO FLASH DATA TABLE 4 REPLAY IN NORMAL GAME 1 9 6 NO STARTING SOUND 1 NO 0 1 0 NO STARTING SOUND 1 1 0 0 2 NO STARTING SOUND 1 6 0 2 2 NO STARTING SOUND 2 NO 0 2 2 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO	113	NO	STARTING SOUND 1	NO		
002 NO STARTING SOUND 2 NO 018 NO STARTING SOUND 2 4 120 NO STARTING SOUND 2 NO FLASH DATA TABLE 4 REPLAY IN NORMAL GAME NO STARTING SOUND 1 NO 010 NO STARTING SOUND 1 1 NO 010 NO STARTING SOUND 1 6 NO 022 NO STARTING SOUND 2 NO NO 022 NO STARTING SOUND 2 NO NO 001 NO STARTING SOUND 2 NO NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 2	002		STARTING SOUND 1	4		
0 1 8 NO STARTING SOUND 2 4 1 2 0 NO STARTING SOUND 2 NO FLASH DATA TABLE 4 REPLAY IN NORMAL GAME 1 9 6 NO STARTING SOUND 1 NO 0 1 0 NO STARTING SOUND 1 6 0 0 2 NO STARTING SOUND 1 6 0 2 2 NO STARTING SOUND 2 NO 0 0 2 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	0 0 1	NO	STARTING SOUND 1	5		
1 2 0	002	NO	STARTING SOUND 2	NO		
FLASH DATA TABLE 4 REPLAY IN NORMAL GAME 196 NO STARTING SOUND 1 NO 010 NO STARTING SOUND 1 1 002 NO STARTING SOUND 1 6 022 NO STARTING SOUND 2 NO 022 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 2	018	NO	STARTING SOUND 2	4		
196 NO STARTING SOUND 1 NO 010 NO STARTING SOUND 1 1 002 NO STARTING SOUND 1 6 022 NO STARTING SOUND 2 NO 022 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 2	1 2 0	NO	STARTING SOUND 2	NO		
0 1 0 NO STARTING SOUND 1 1 0 0 2 NO STARTING SOUND 1 6 0 2 2 NO STARTING SOUND 2 NO 0 2 2 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	FLASH DATA TABLE 4 REPLAY IN NORMAL GAME					
002 NO STARTING SOUND 1 6 022 NO STARTING SOUND 2 NO 022 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 NO 001 NO STARTING SOUND 2 2	196	NO	STARTING SOUND 1	NO		
0 2 2 NO STARTING SOUND 2 NO 0 2 2 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	010	NO	STARTING SOUND 1	1		
0 2 2 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	002	NO	STARTING SOUND 1	6		
0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	0 2 2	NO	STARTING SOUND 2	NO		
0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	0 2 2	·· NO .	STARTING SOUND 2	NO		
0 0 1 NO STARTING SOUND 2 NO 0 0 1 NO STARTING SOUND 2 2	0 0 1	NO				
0 0 1 NO STARTING SOUND 2 2	0 0 1	NO	STARTING SOUND 2			
	0 0 1	NO				
	0 0 1	NO		6		

8			···	
SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS	
FLASH DATA TABLE 5 BB. RB IN NORMAL GAME				
1.1.4	NO	STARTING SOUND 1	NO	
0 0 1	NO	STARTING SOUND 1	4	
0 0 1	YES	STARTING SOUND 1	7	
001	YES	STARTING SOUND 2	8	
0 0 9	NO	STARTING SOUND 2	NO	
. 001	NO	STARTING SOUND 2	7	
0 2 0	NO	STARTING SOUND 2	NO	
005	NO	STARTING SOUND 2	2	
0 2 0	NO	STARTING SOUND 2	NO	
0 0 2	. NO	STARTING SOUND 2	2	
0 0 4	YES	STARTING SOUND 2	6	
0 2 6	NO	STARTING SOUND 2	NO	
0 0 4	NO	STARTING SOUND 2	3	
0 4 5	NO	STARTING SOUND 2	NO	
003	NO	STARTING SOUND 2	5	
FLASH DATA TABLE	MISS DURING IN	TERNAL ELECTION OF	BB OR RB	
154	NO	STARTING SOUND 1	NO	
006	NO	STARTING SOUND 1	5	
006	YES	STARTING SOUND 1	3	
011	YES	STARTING SOUND 2	4	
012	YES	STARTING SOUND 2	.5 ,	
005	NO	STARTING SOUND 2	. 2 .	
035	NO	STARTING SOUND 2	3	
027	NO	STARTING SOUND 2	5	
	<u></u>			

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING	BLINKING PATTERN AFTER STOPPING ALL REELS
		SOUND	
FLASH DATA TABLE		INTERNAL ELECTION	OF BB OR RB
027	NO	STARTING SOUND 1	NO
028	NO	STARTING SOUND 1	2
0 4 2	NO	STARTING SOUND 1	3
0 0 3	YES	STARTING SOUND 1	8
0 0 1	NO	STARTING SOUND 2	NO
0 2 1	NO.	STARTING SOUND 2	7
038	NO	STARTING SOUND 2	NO
006	NO	STARTING SOUND 2	. 6
085	NO	STARTING SOUND 2	NO
005	· NO	STARTING SOUND 2	2
FLASH DATA TABLE	B DG. RÉPLAY DURIM	IG INTERNAL ELECTION	N OF BB OR RB
079	NO	STARTING SOUND 1	. NO
0 2 1	NO	STARTING SOUND 1	1
014	YES	STARTING SOUND 1	5
014	NO	STARTING SOUND 1	6
023	NO	STARTING SOUND 2	NO .
020	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
. 019	NO	STARTING SOUND 2	6
036	NO	STARTING SOUND 2	. NO
004	NO	STARTING SOUND 2	. 2
025	YES	STARTING SOUND 2	. 7

FIG. 103



FIG. 104

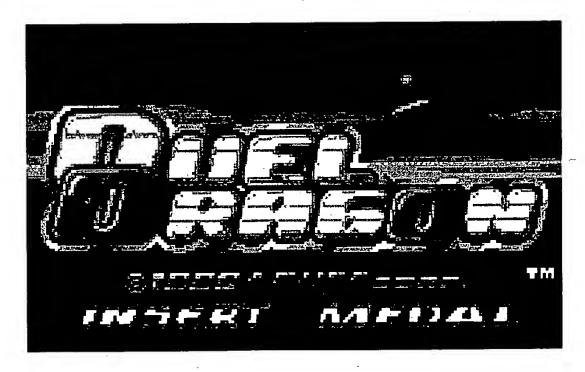


FIG. 105

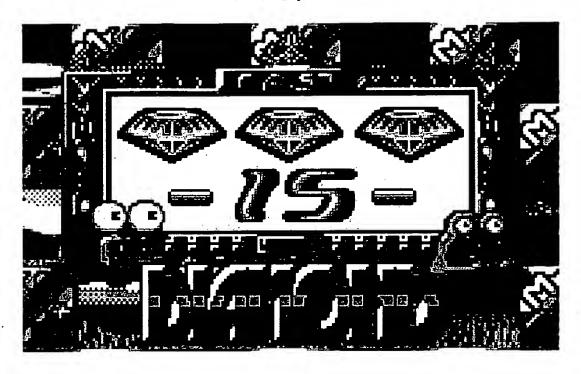


FIG. 106



FIG. 107

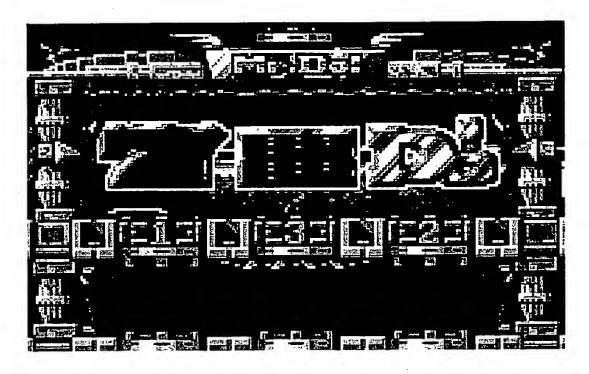


FIG. 108

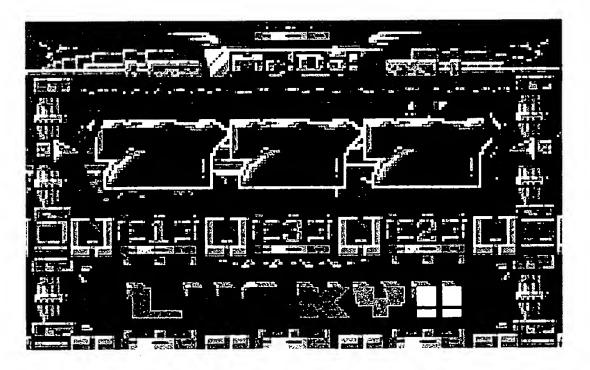


FIG. 109

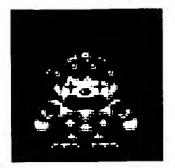


FIG. 111



FIG. 113

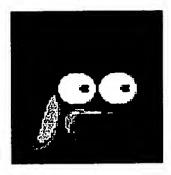


FIG. 115

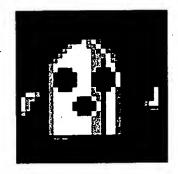


FIG. 110

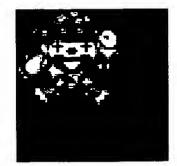


FIG. 112

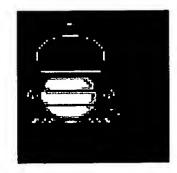


FIG. 114



FIG. 116

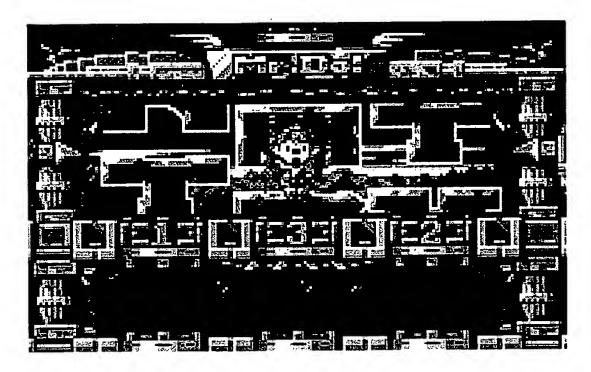
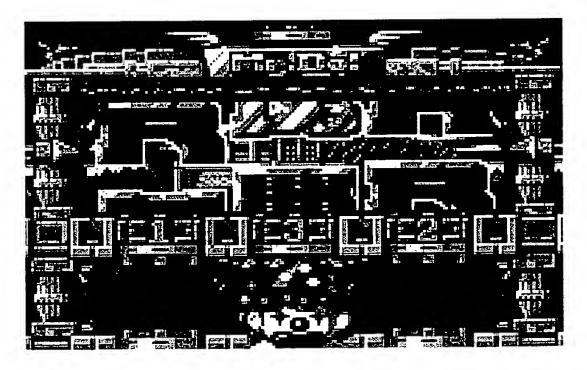


FIG. 117



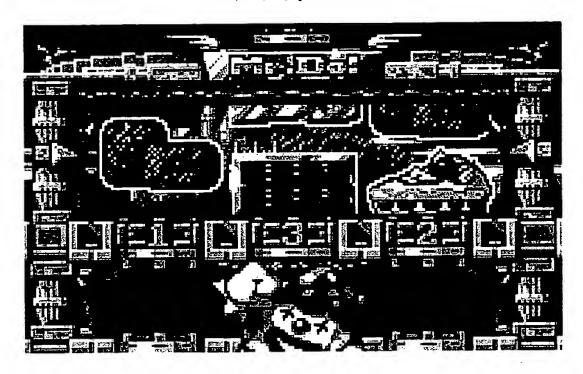


FIG. 119

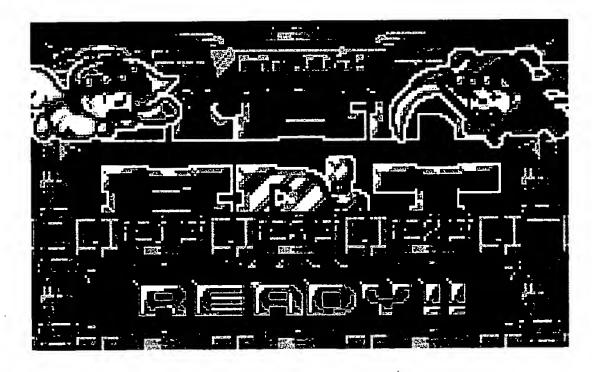


FIG. 120

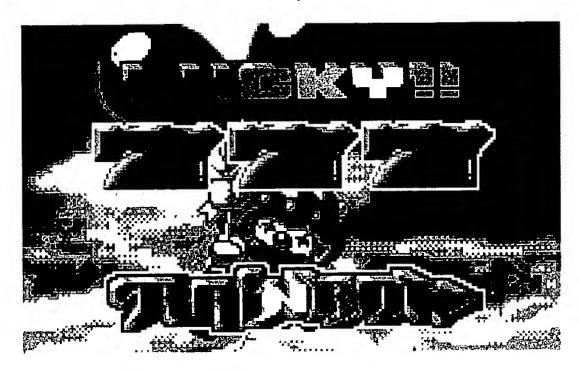
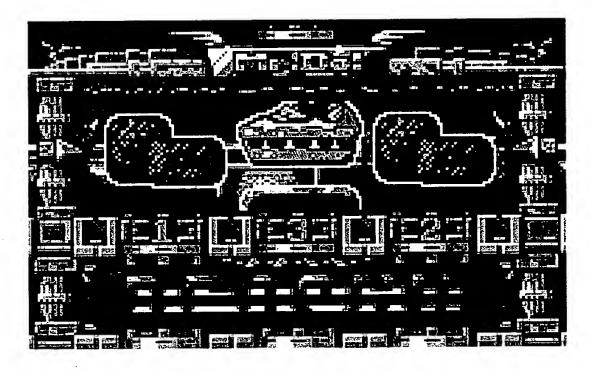


FIG. 121



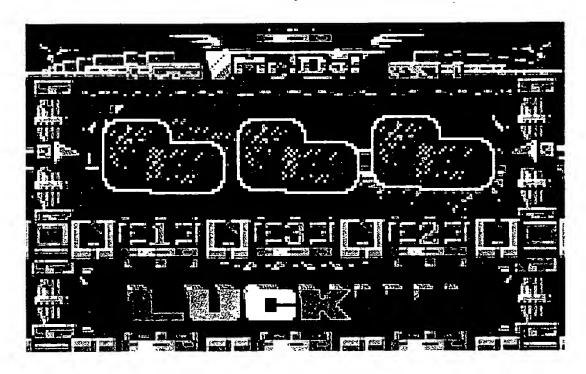


FIG. 123

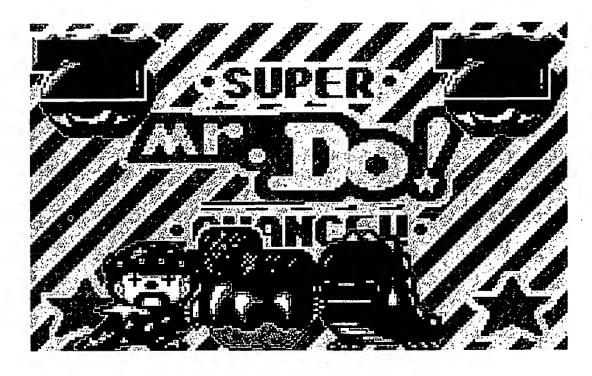


FIG. 124

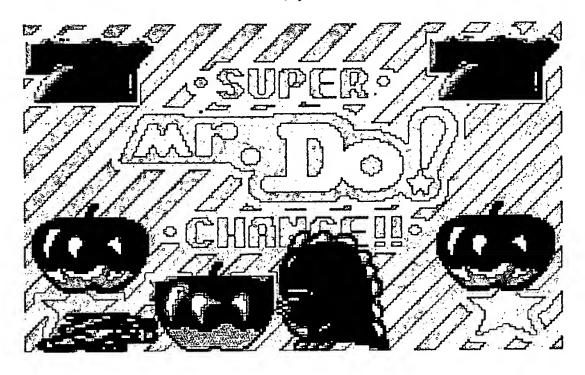


FIG. 125

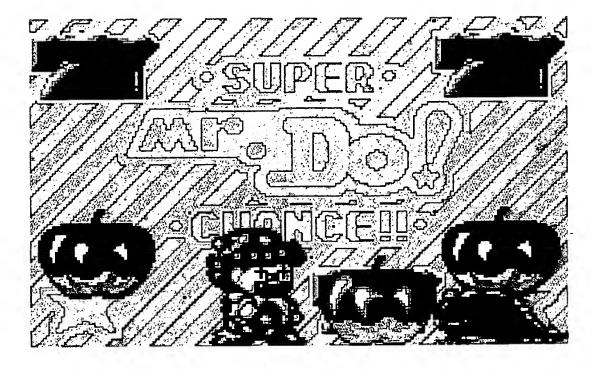


FIG. 126

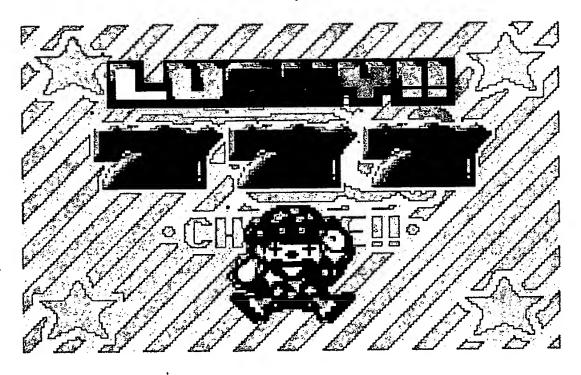


FIG. 127

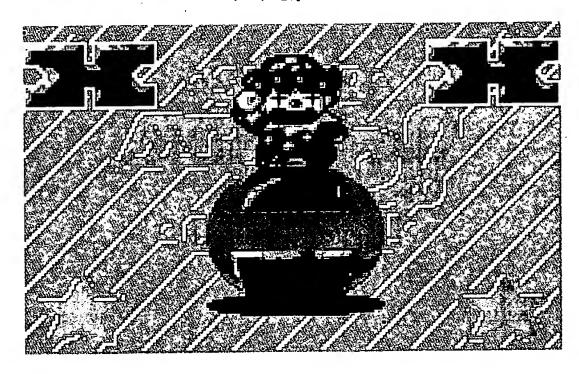


FIG. 128

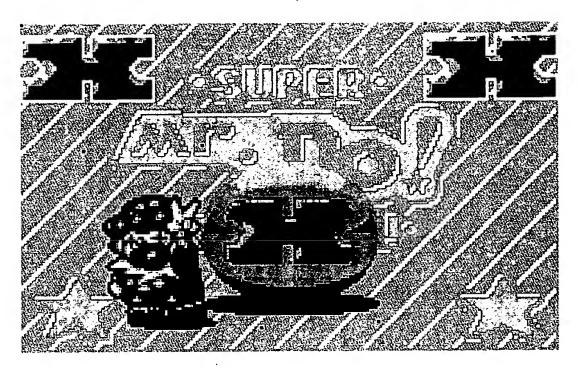


FIG. 129

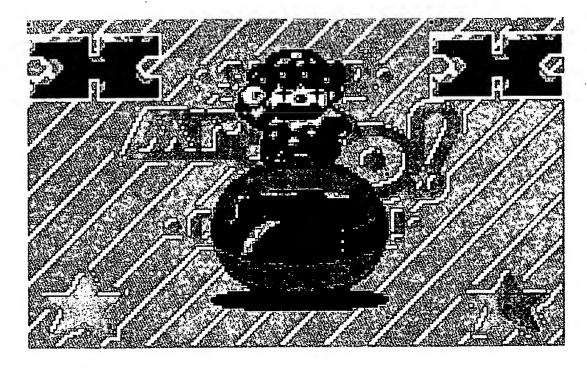


FIG. 130

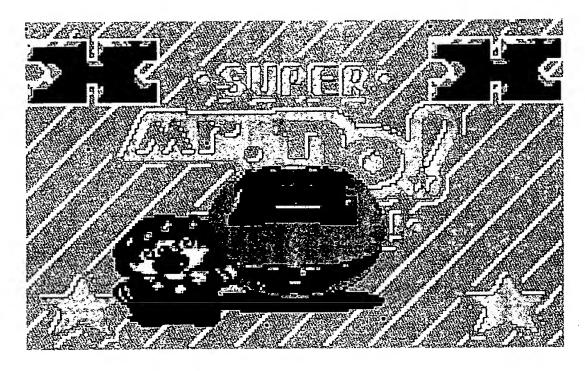


FIG. 131

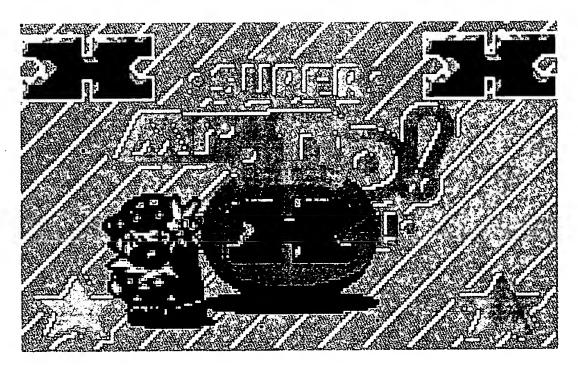


FIG. 132

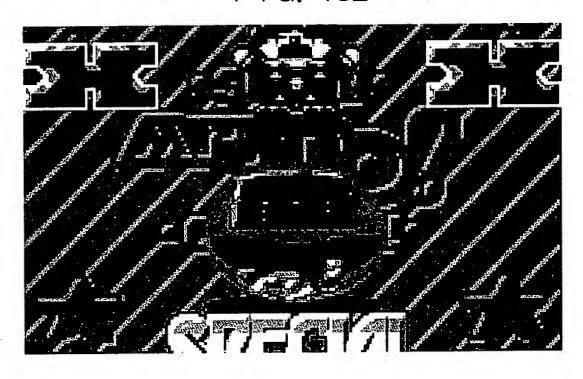
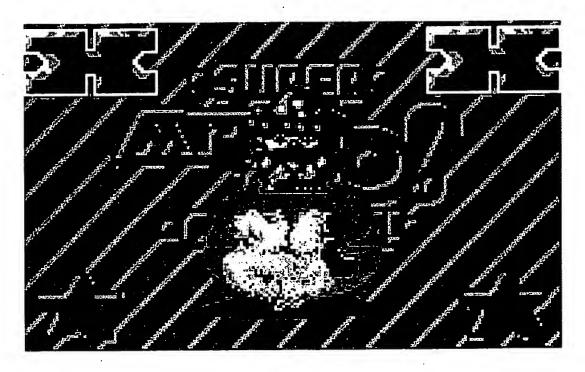


FIG. 133



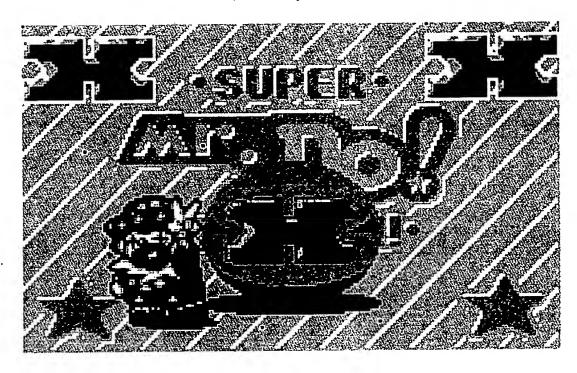


FIG. 135

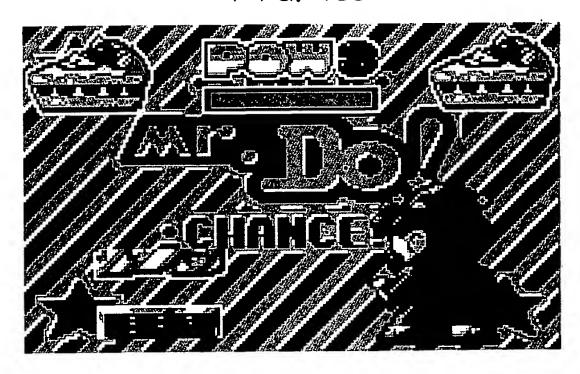


FIG. 136

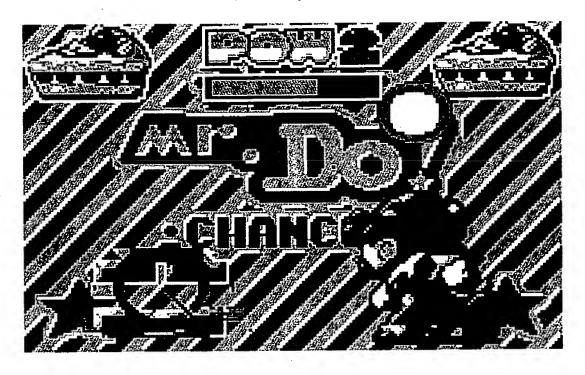


FIG. 137



FIG. 138

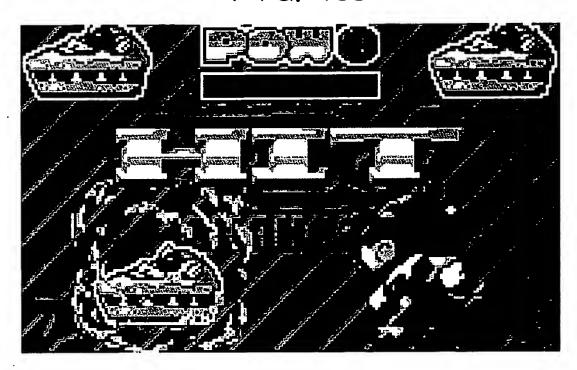


FIG. 139

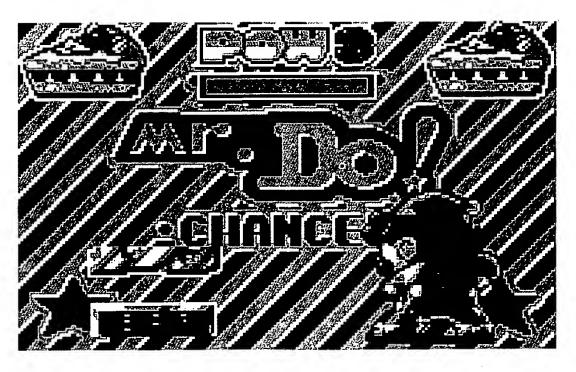


FIG. 140

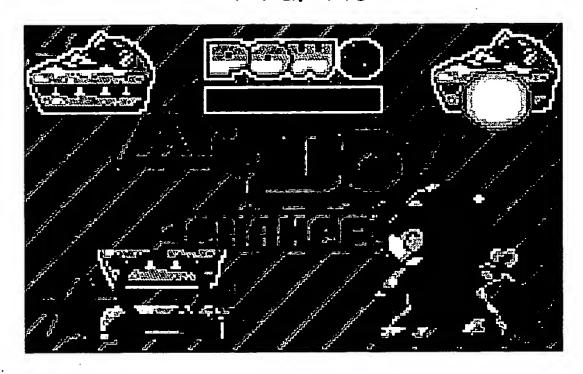


FIG. 141

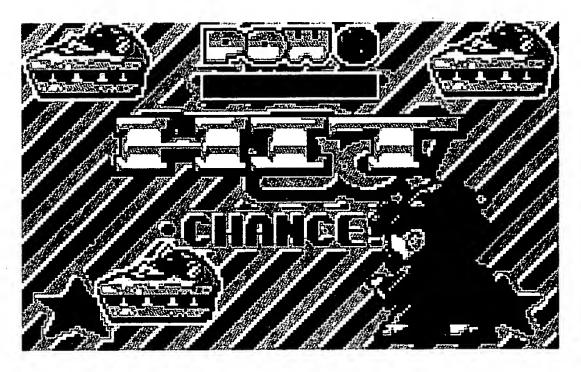


FIG. 142



FIG. 143



FIG. 144



FIG. 145

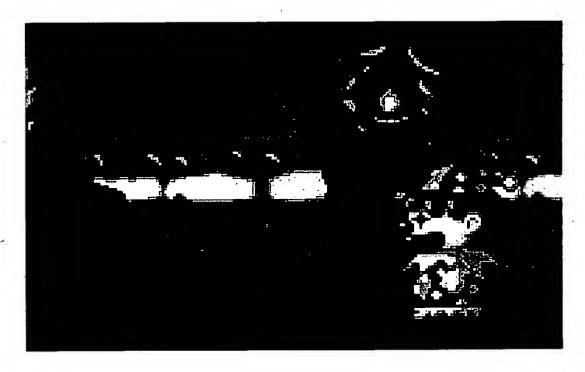




FIG. 147

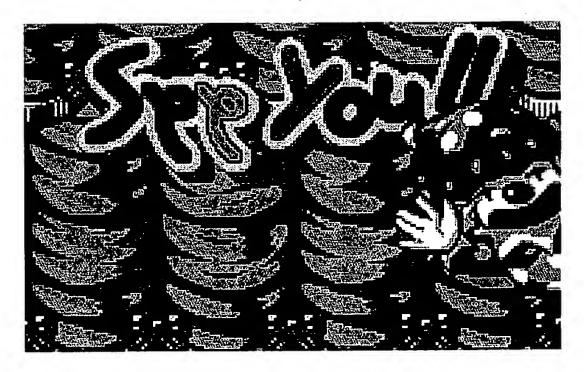


FIG. 148



FIG. 149

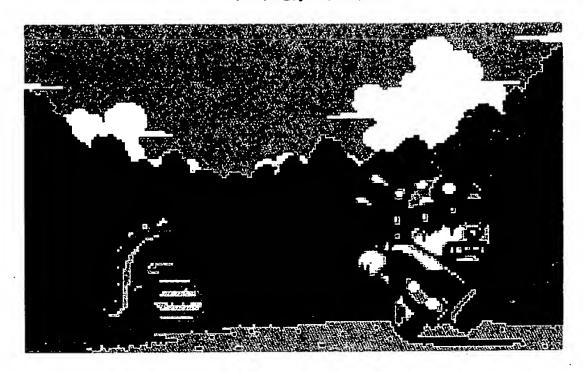


FIG. 150



FIG. 151

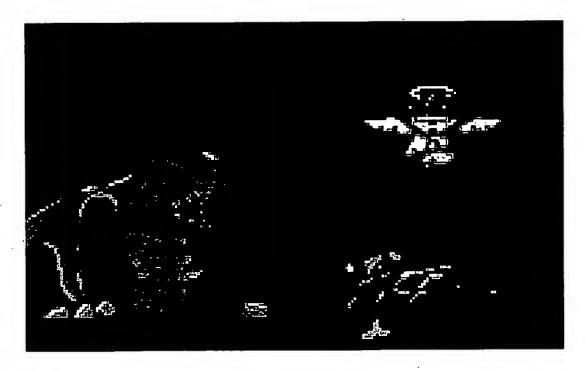


FIG. 152

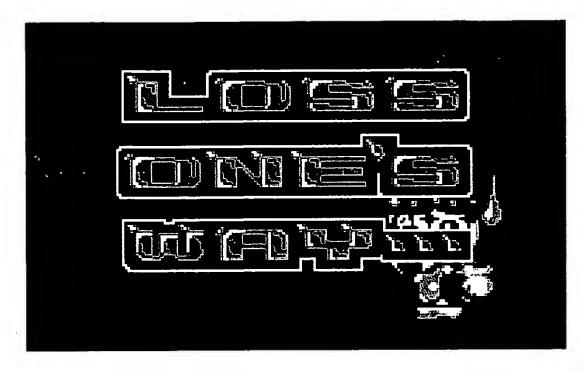


FIG. 153

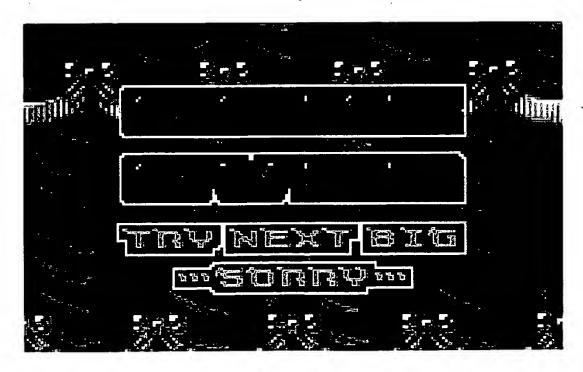


FIG. 154

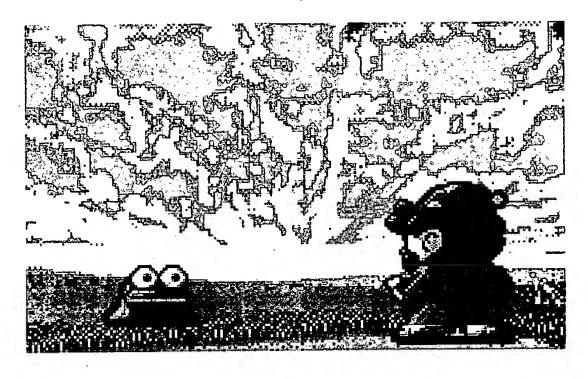


FIG. 155

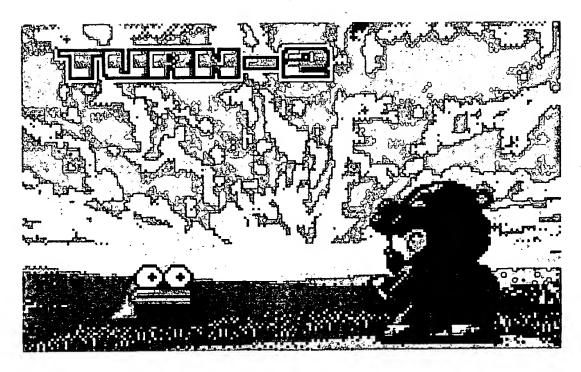


FIG. 156

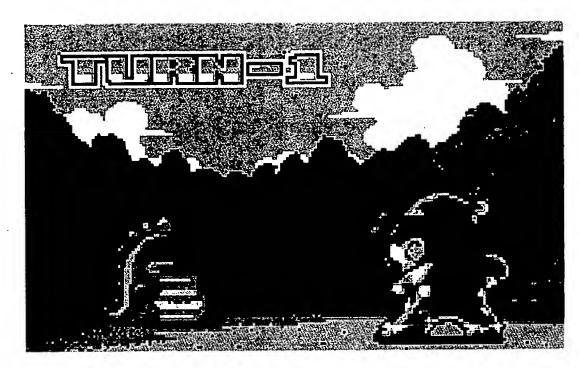


FIG. 157

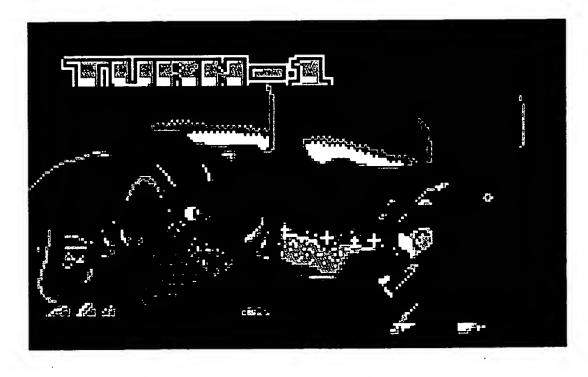


FIG. 158

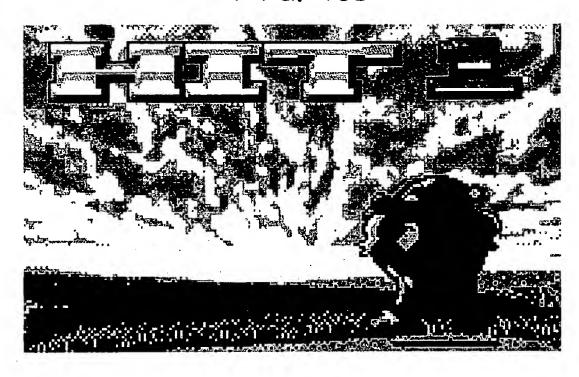


FIG. 159

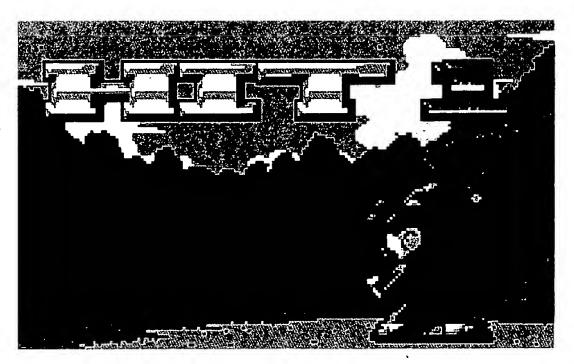


FIG. 160

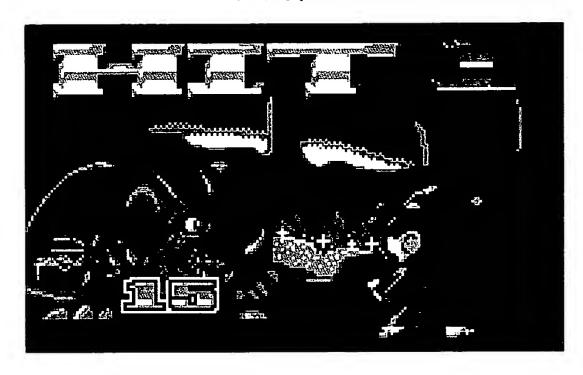


FIG. 161

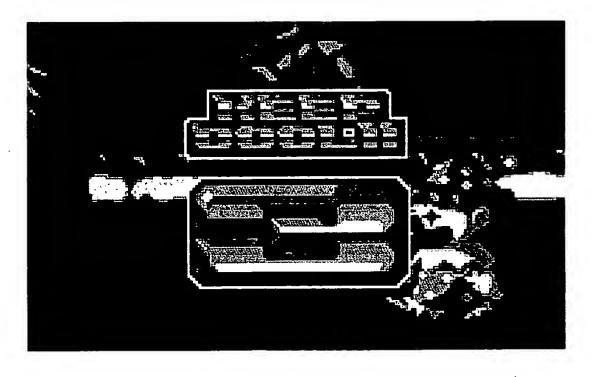


FIG. 162

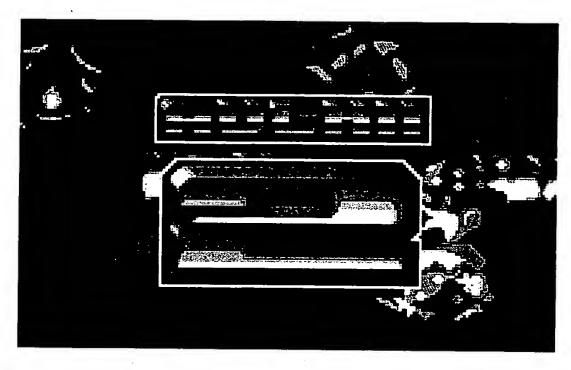


FIG. 163

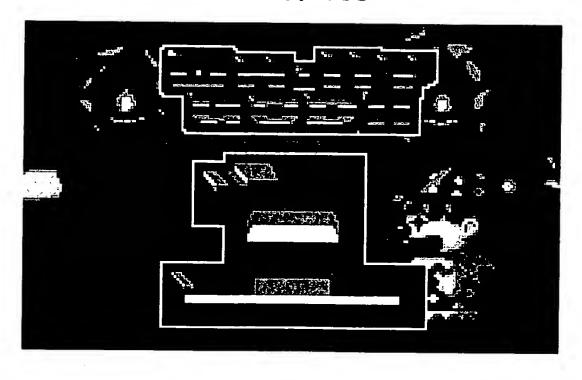


FIG. 164

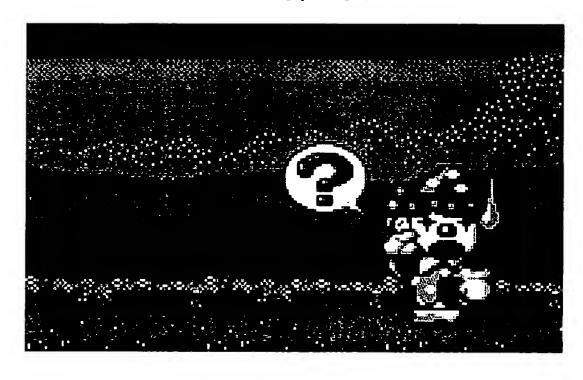
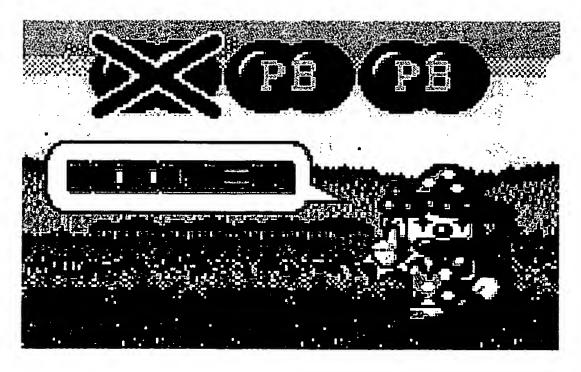


FIG. 165



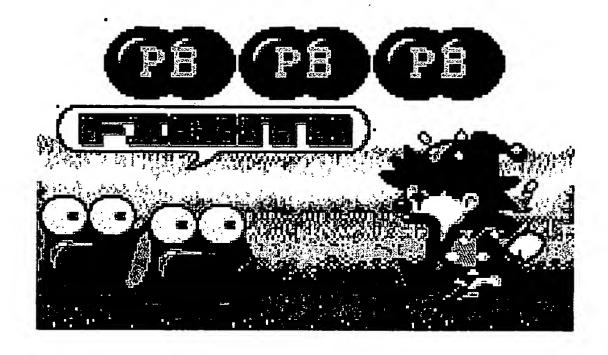


FIG. 167

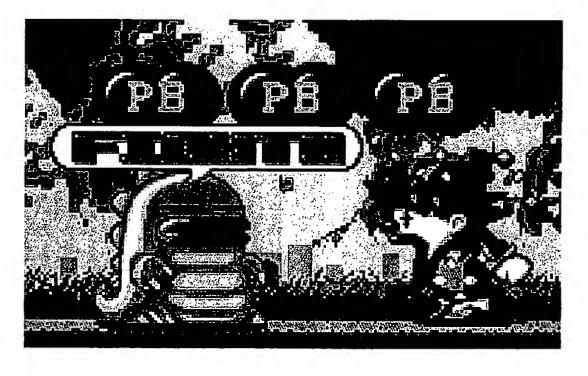


FIG. 168

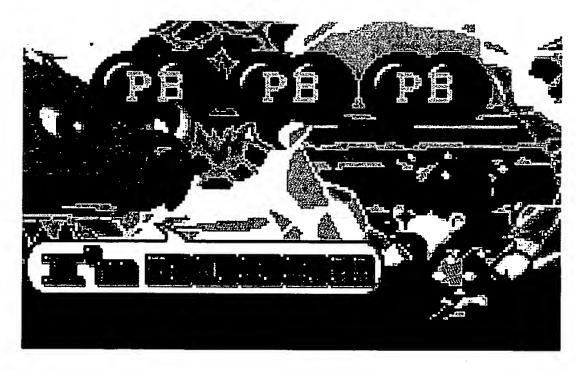


FIG. 169

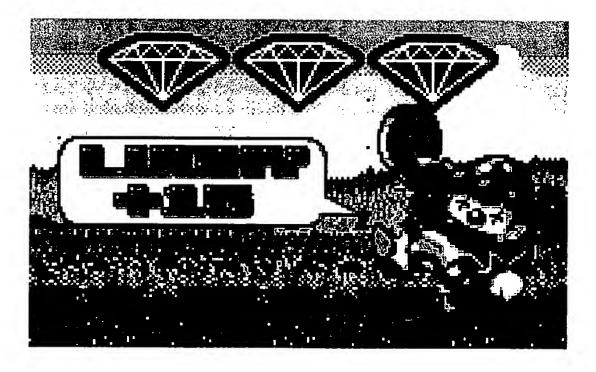


FIG. 170

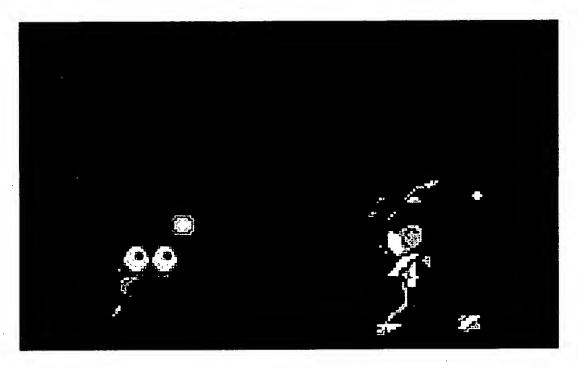


FIG. 171

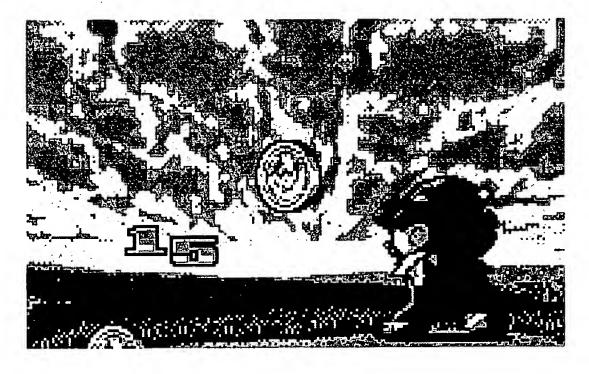


FIG. 172



FIG. 173

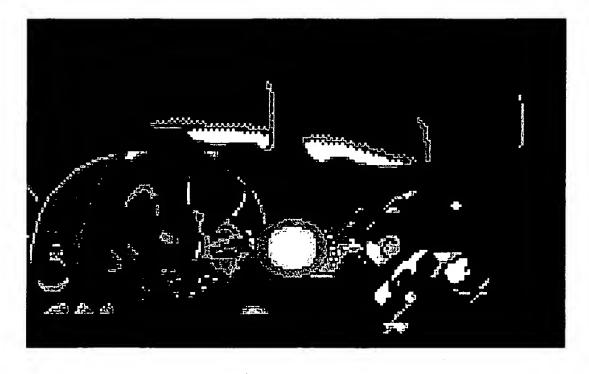




FIG. 175

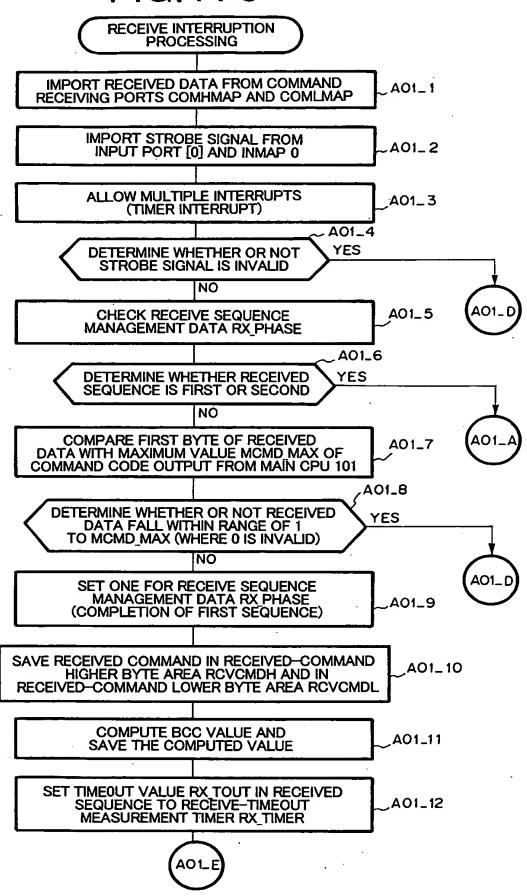


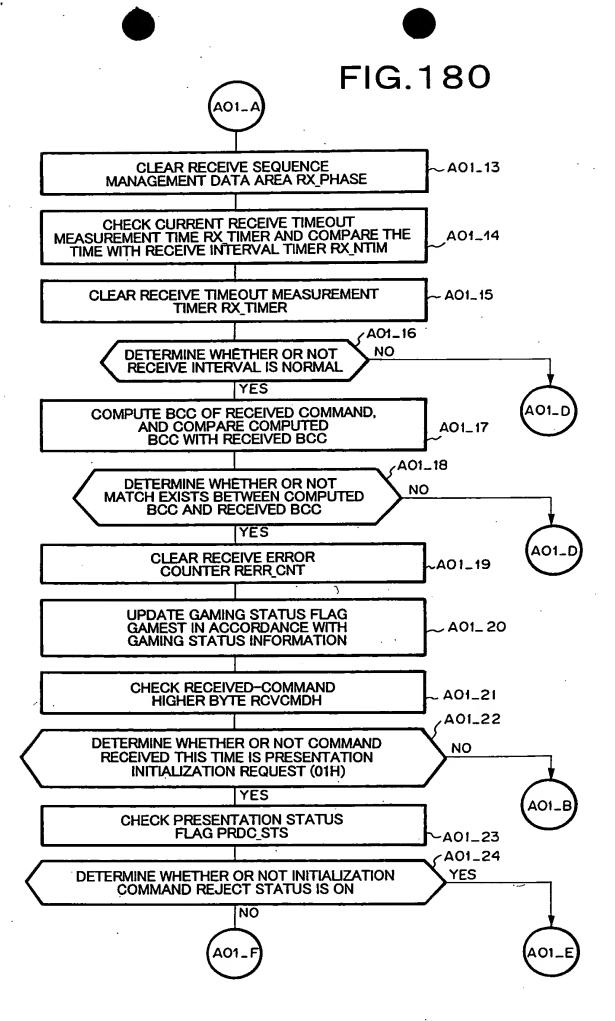


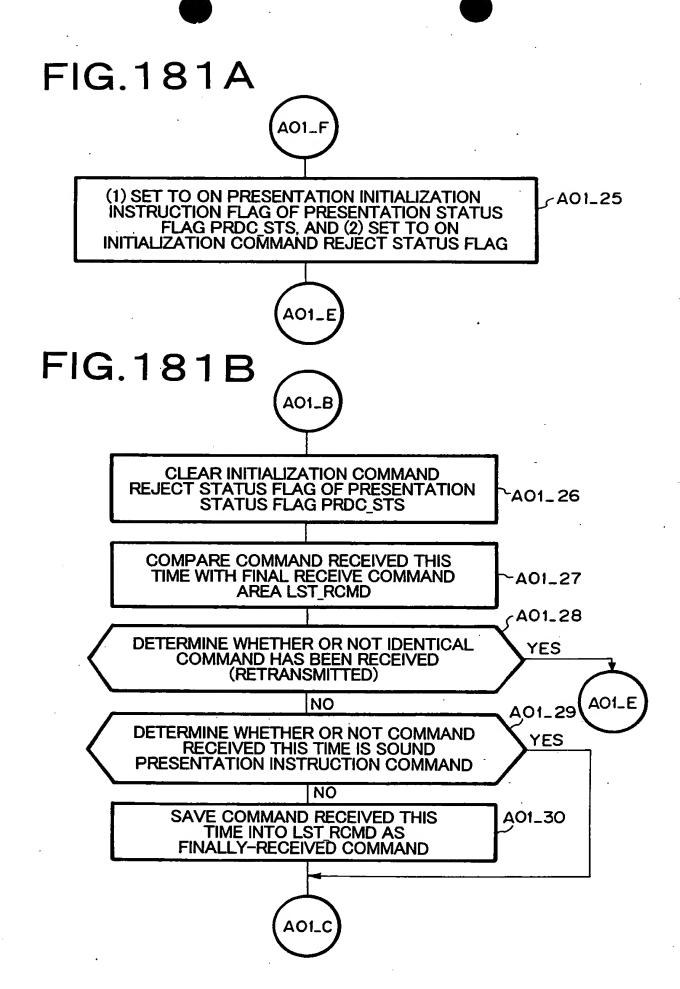
FIG. 177

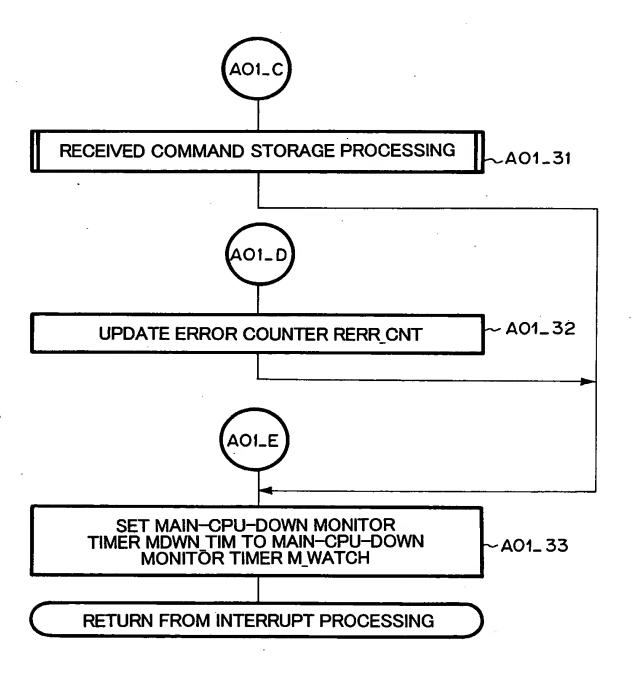


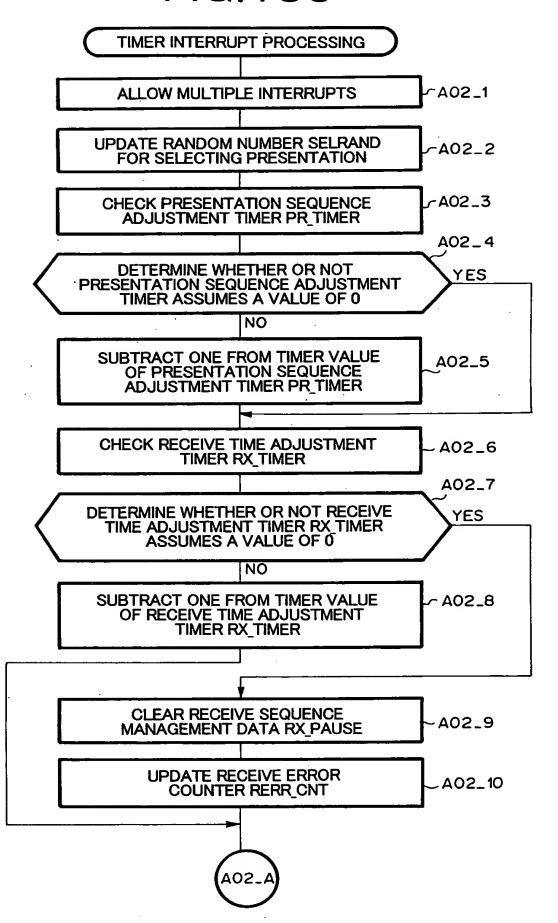


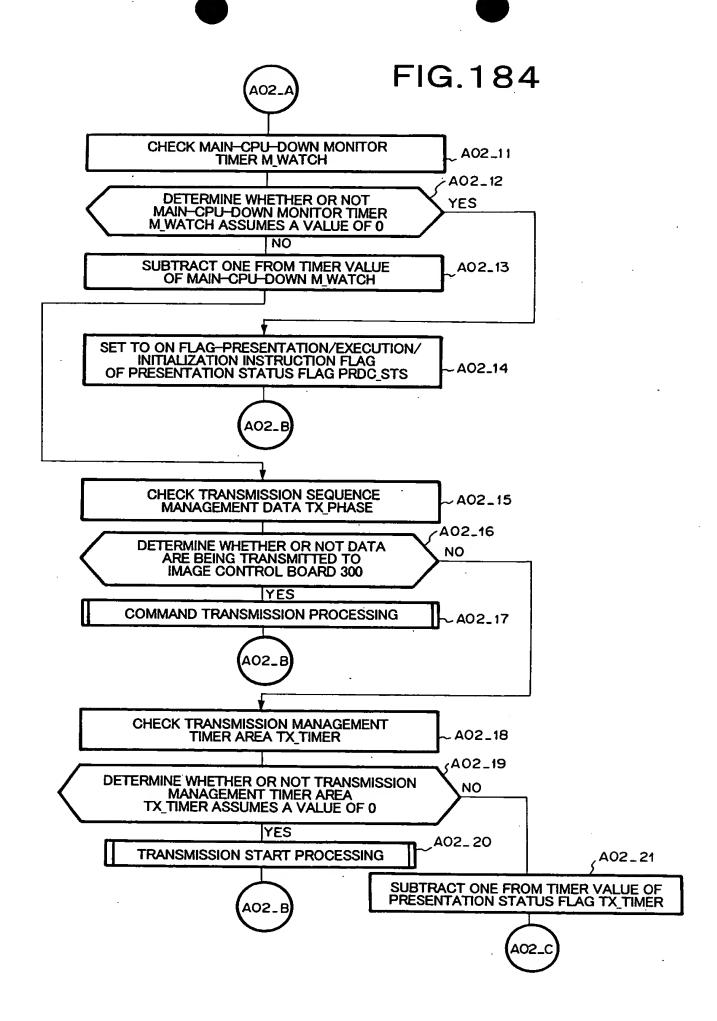


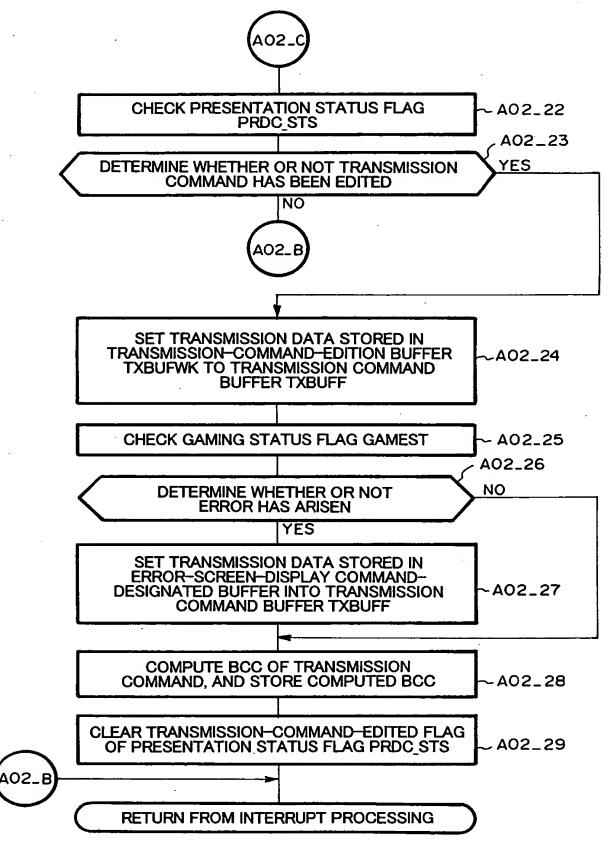


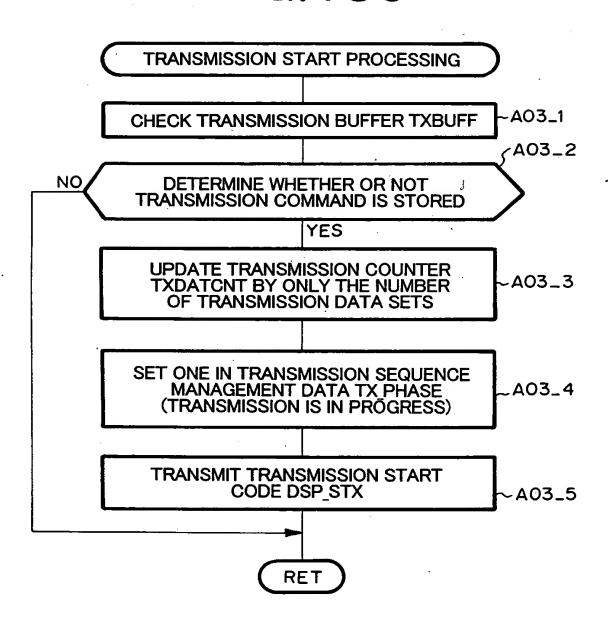


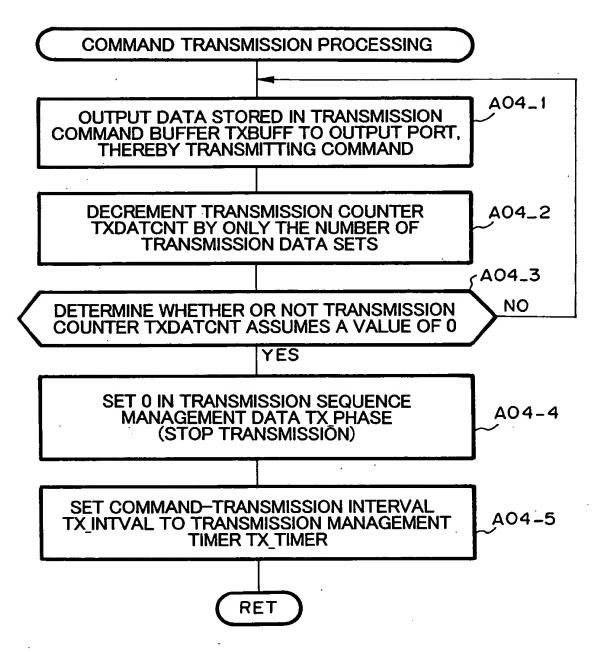


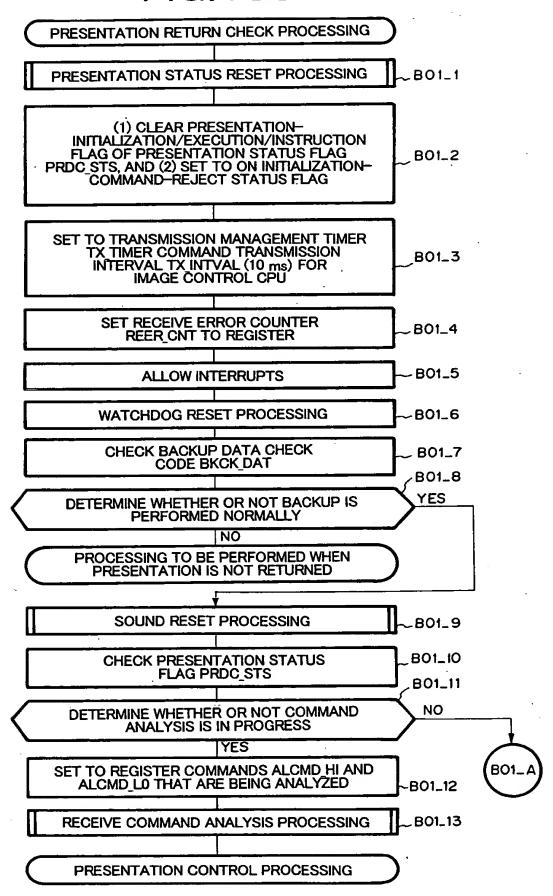


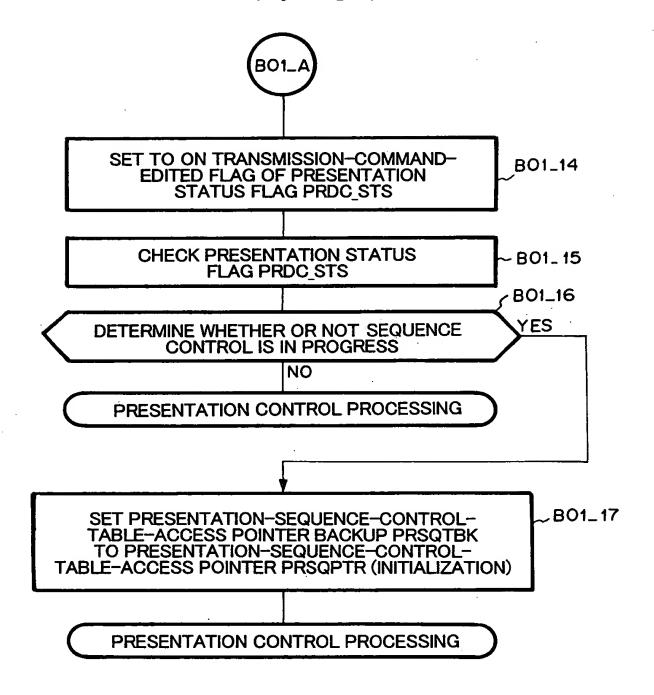


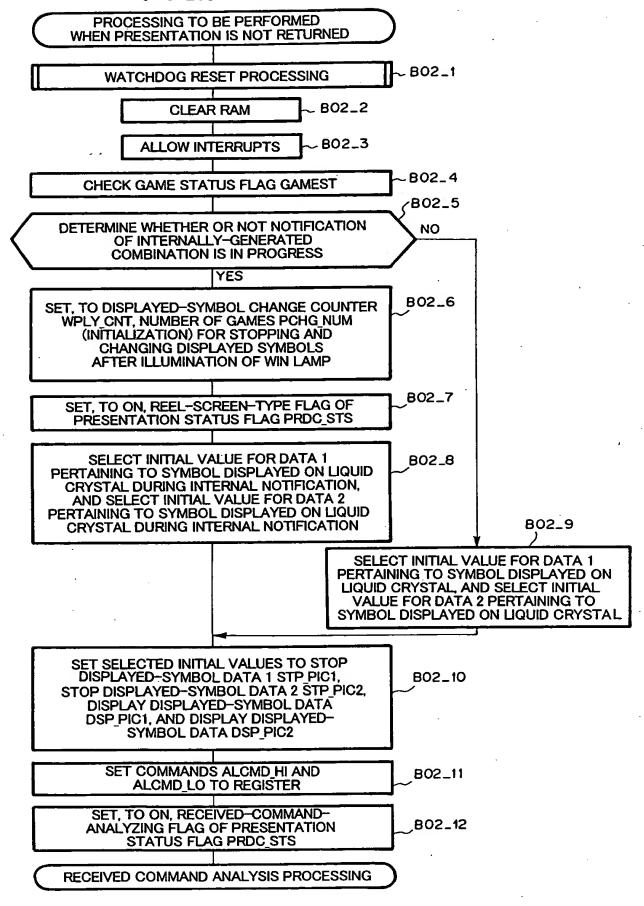


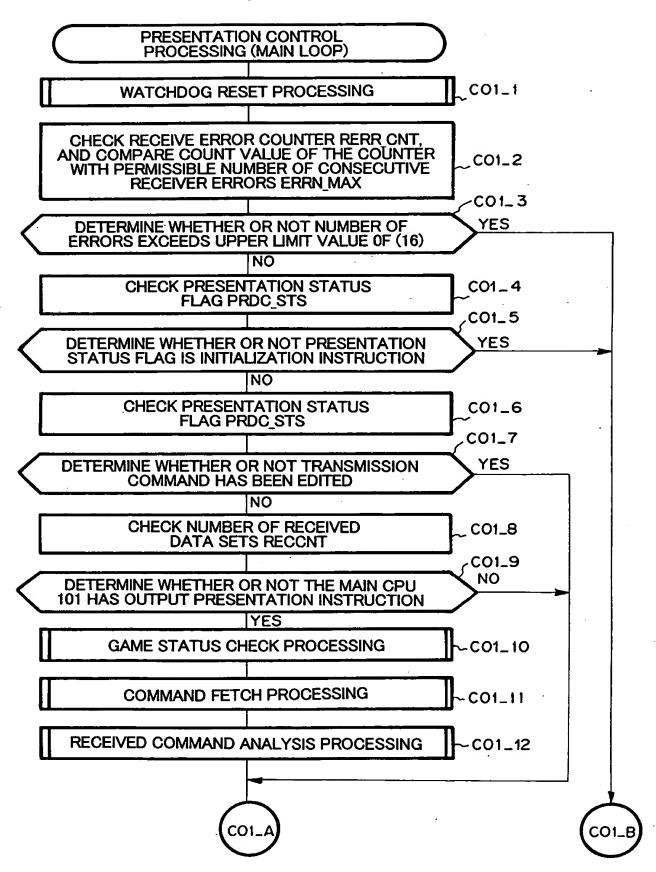


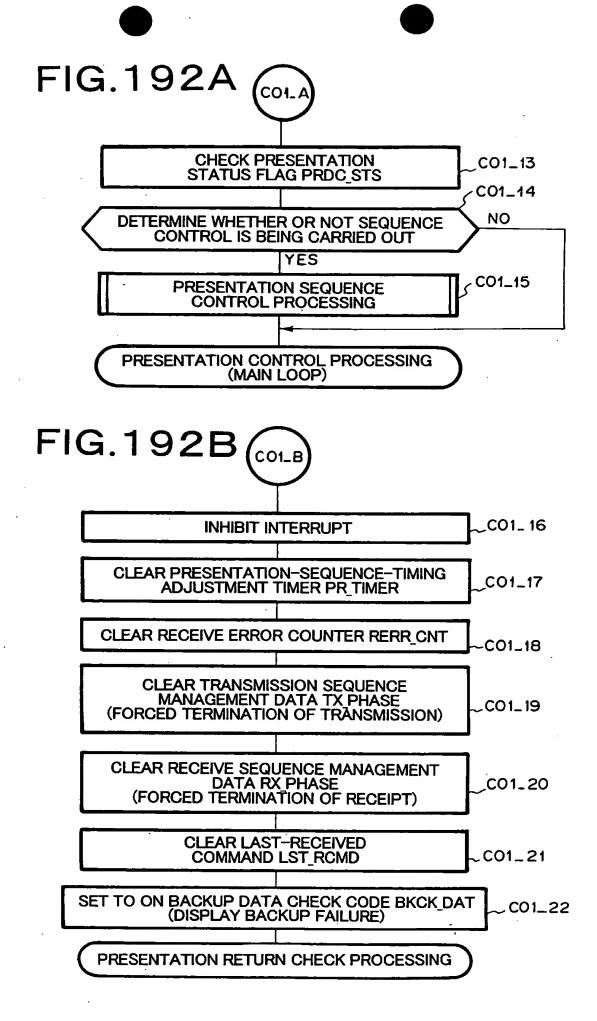












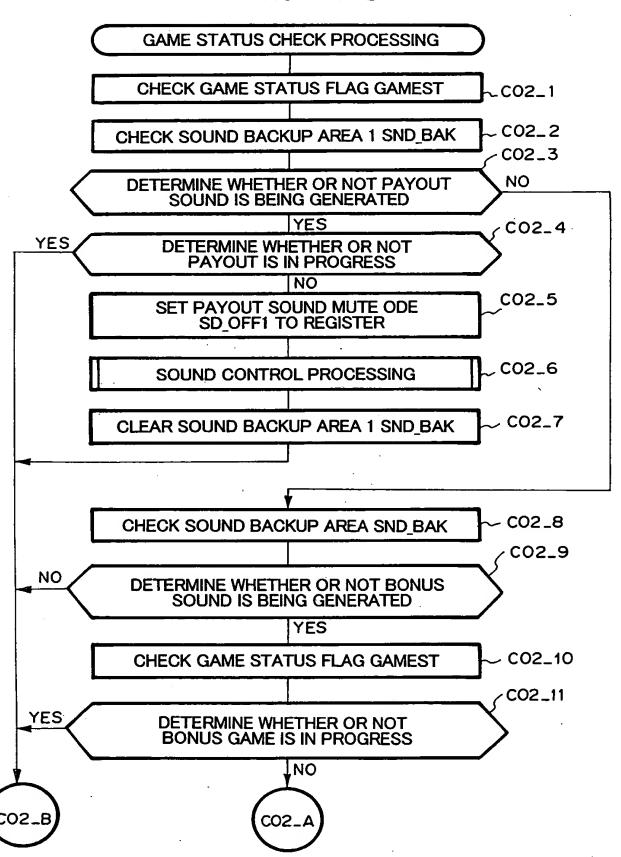
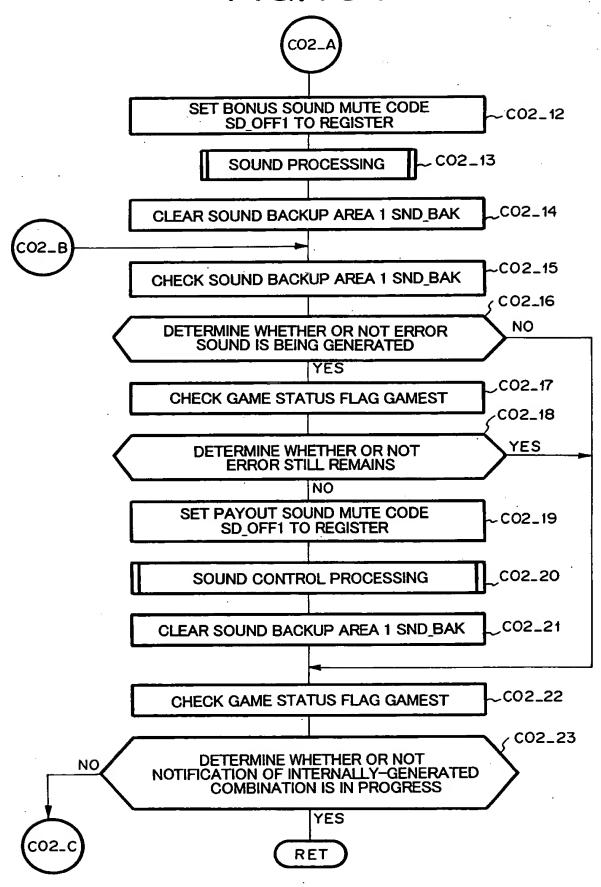
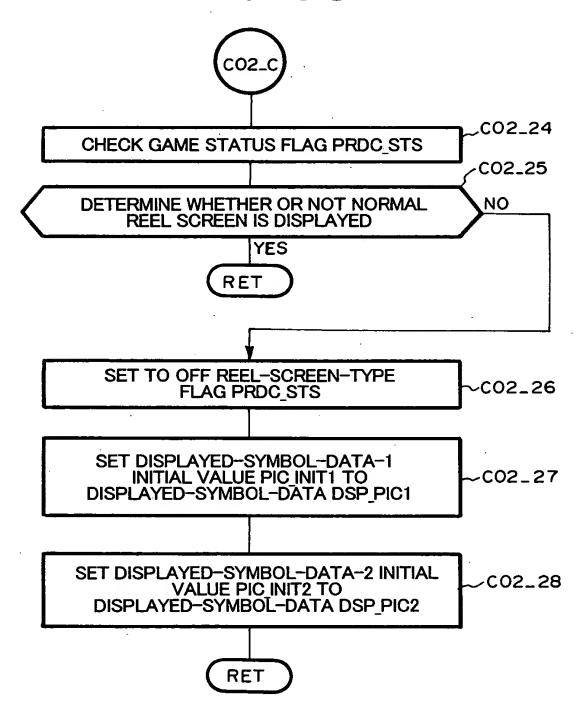
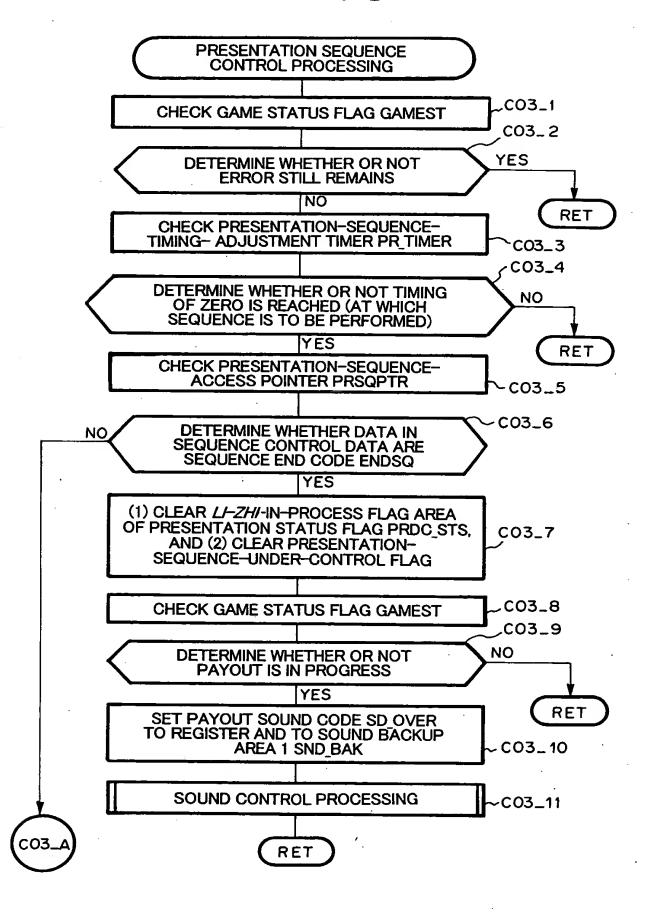


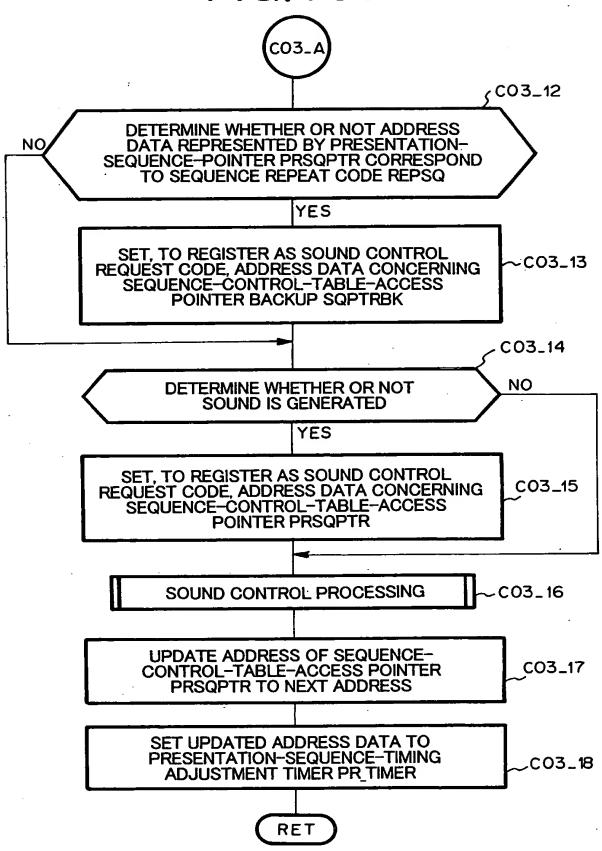
FIG.194











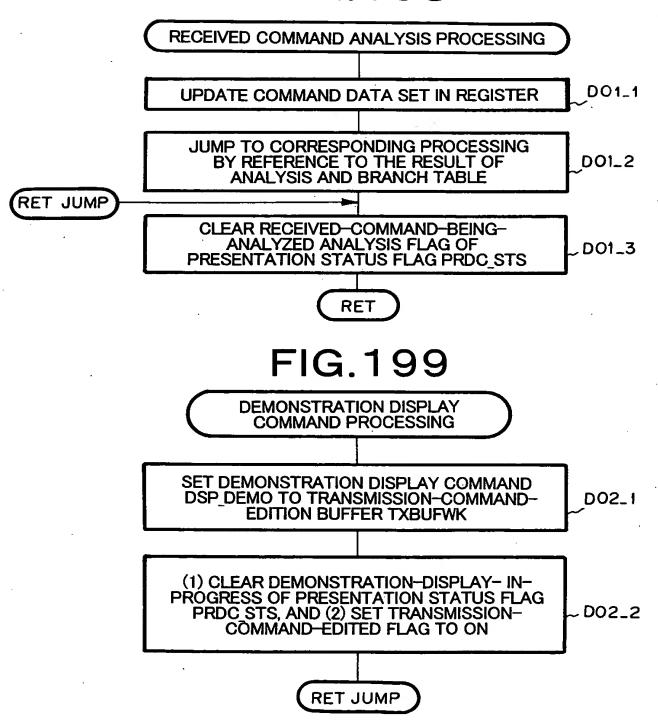
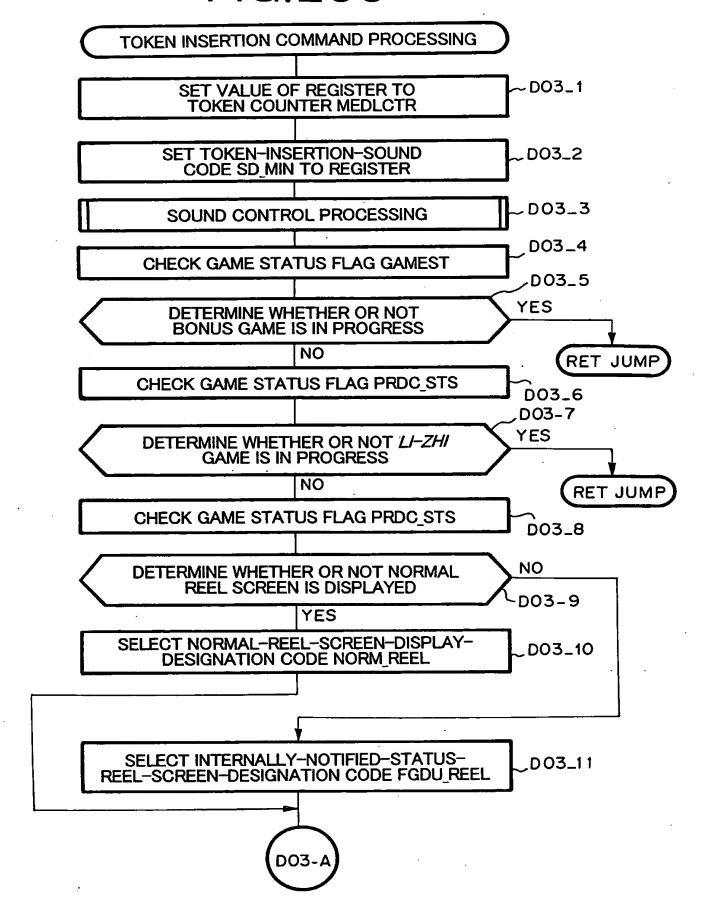
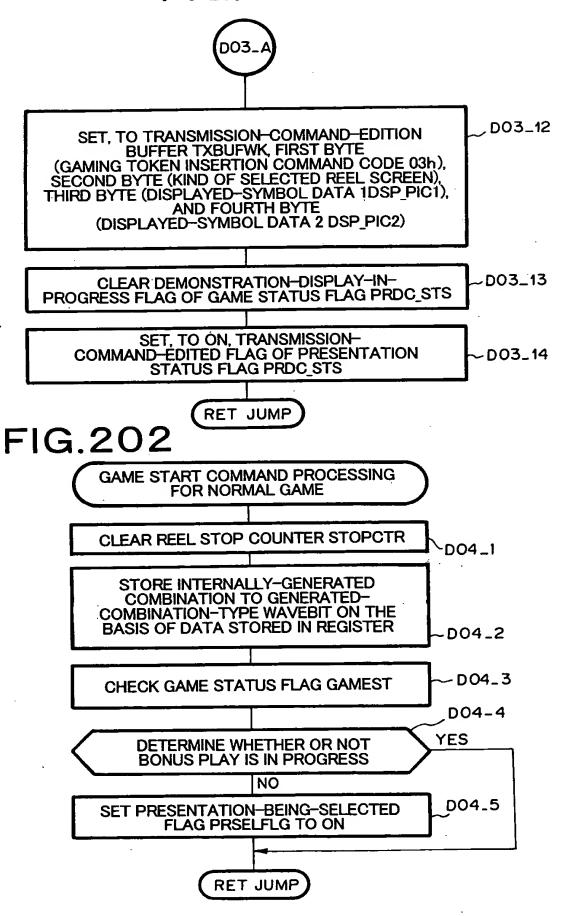
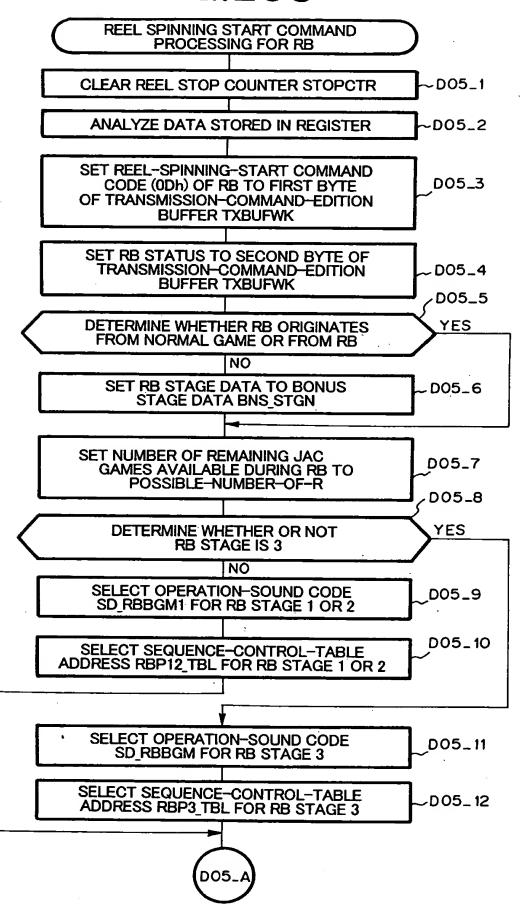
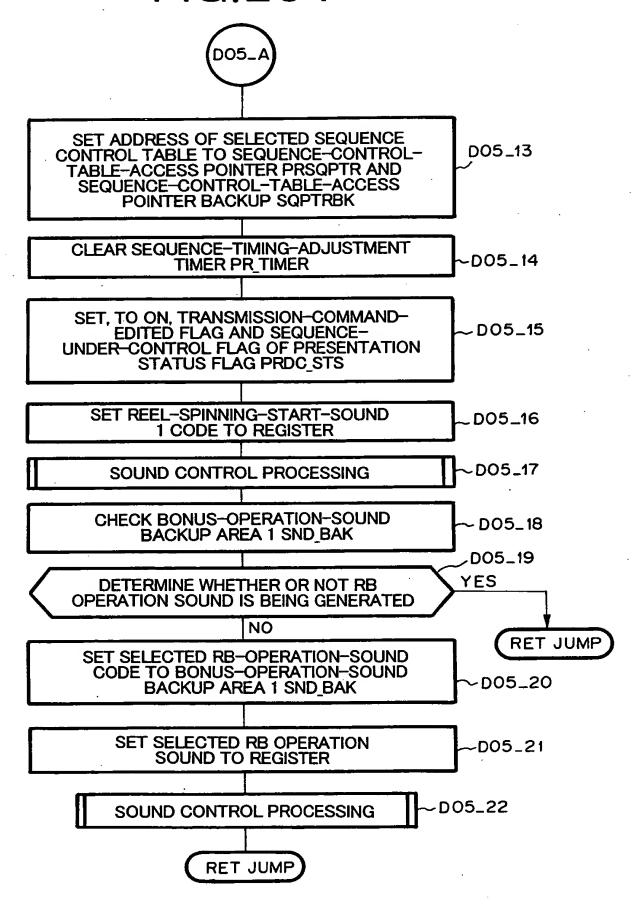


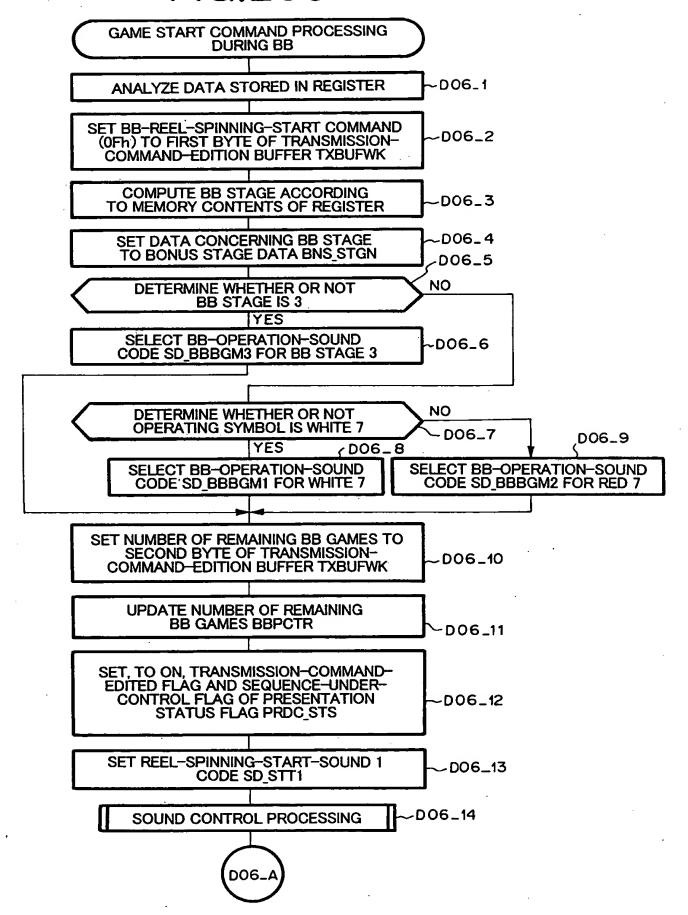
FIG.200











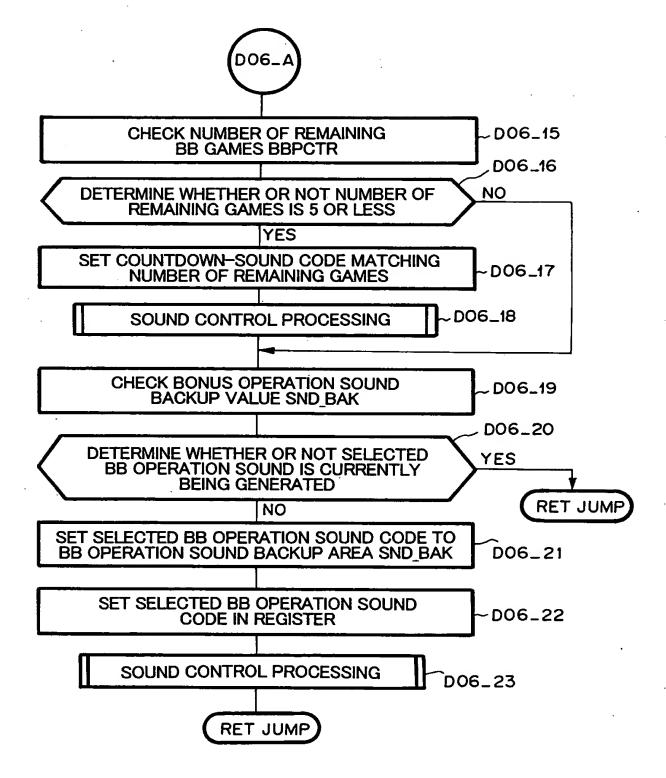
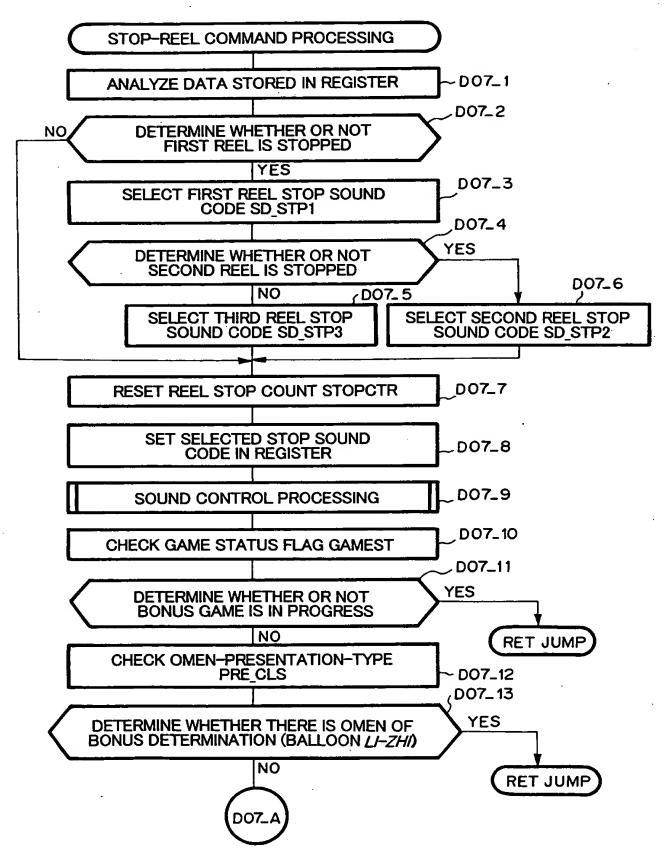
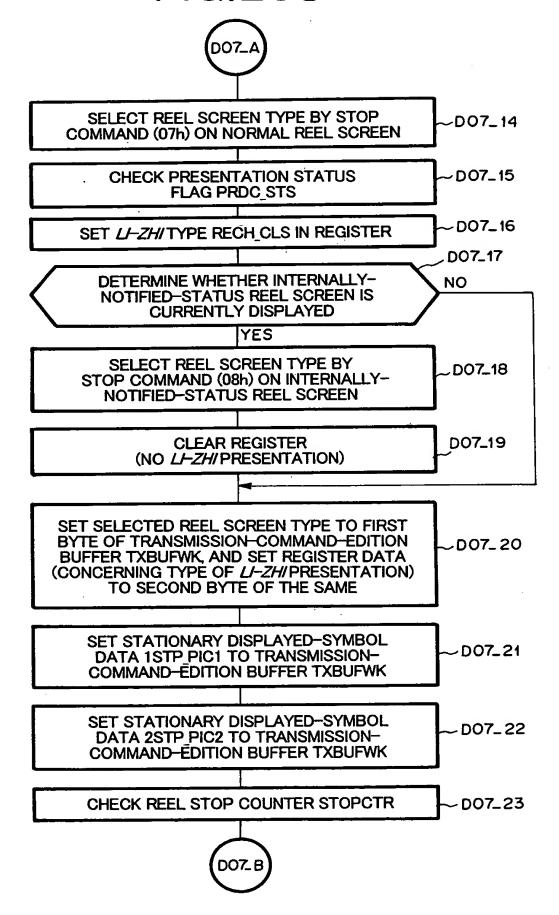
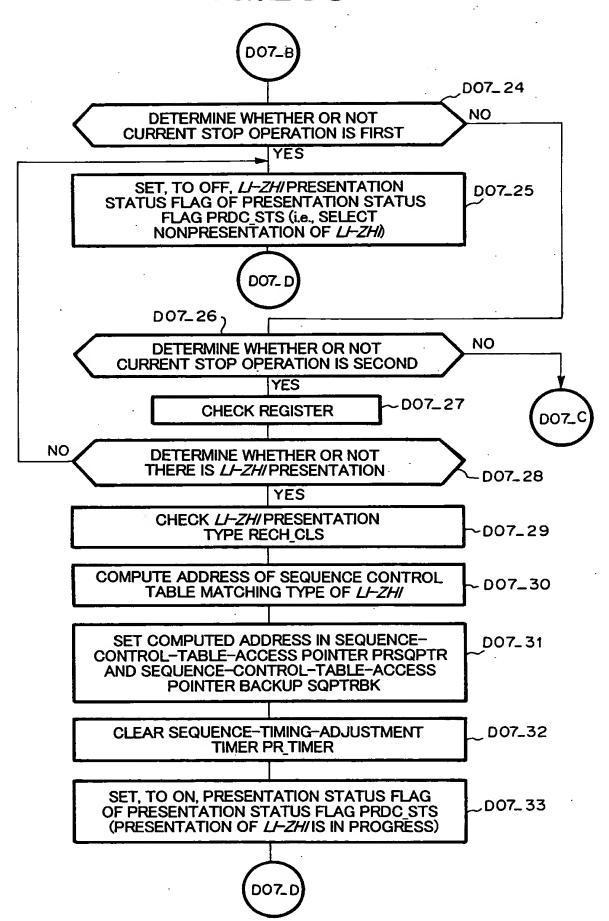
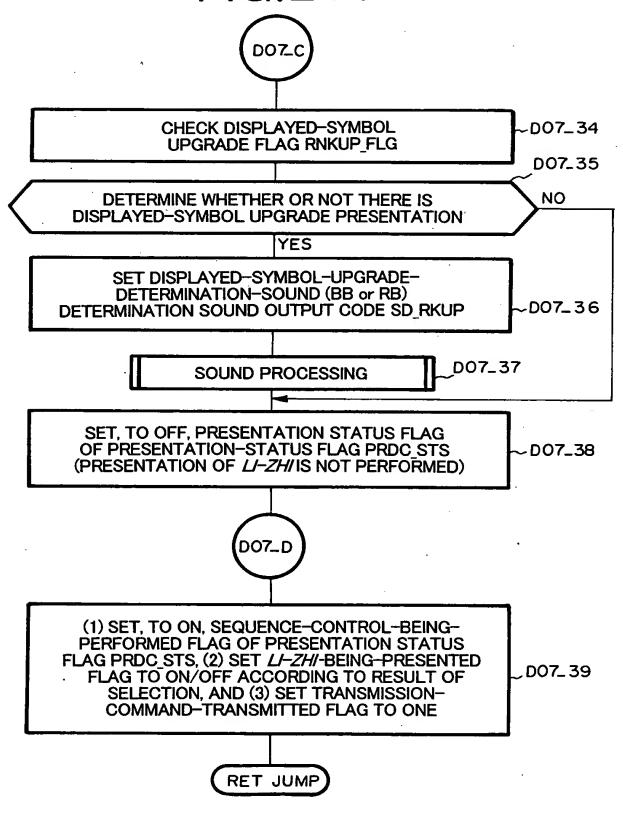


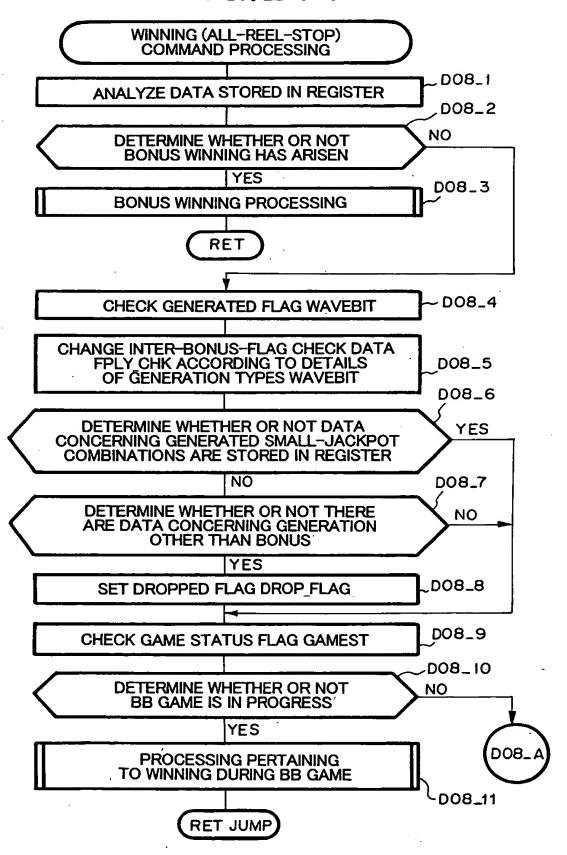
FIG.207

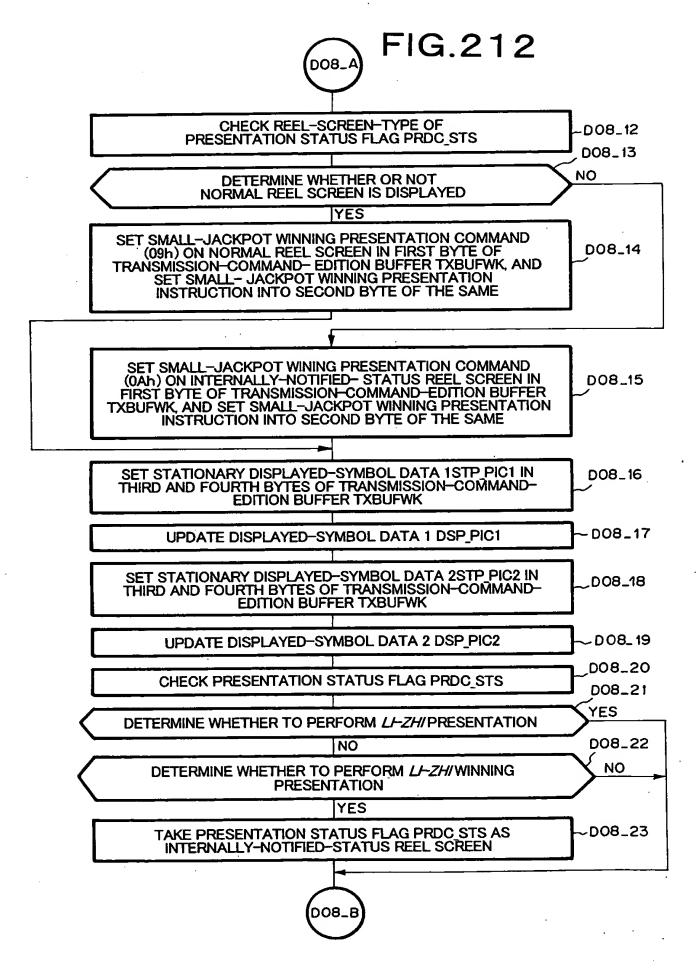


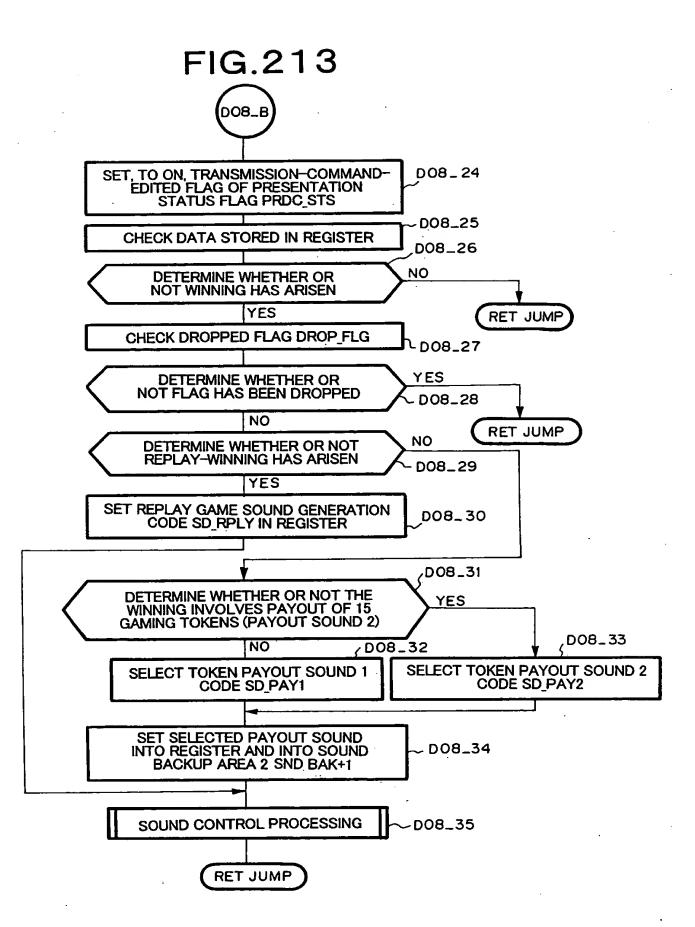


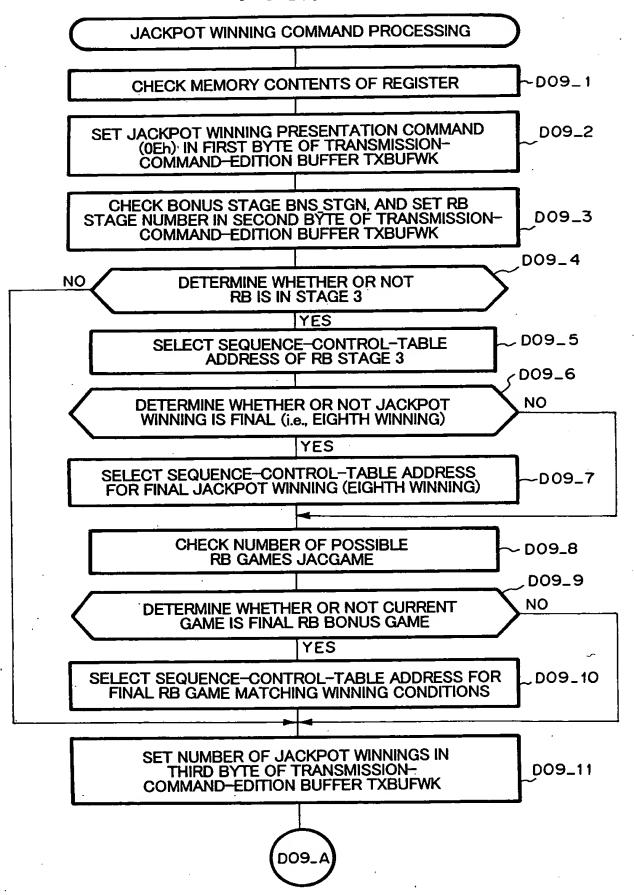


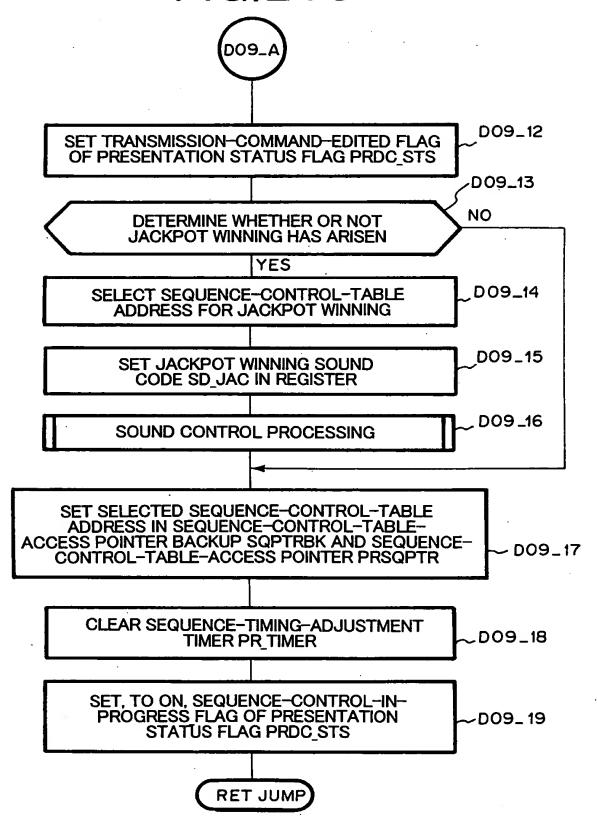


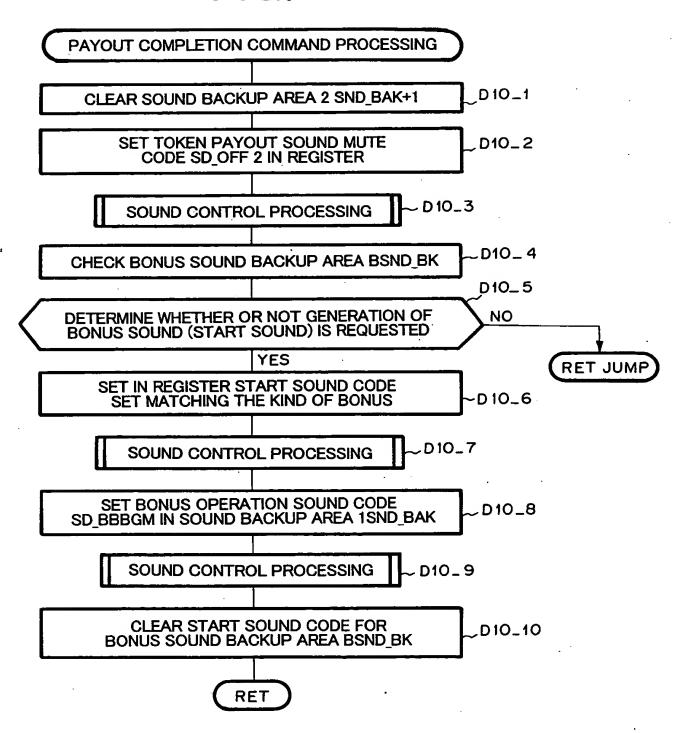


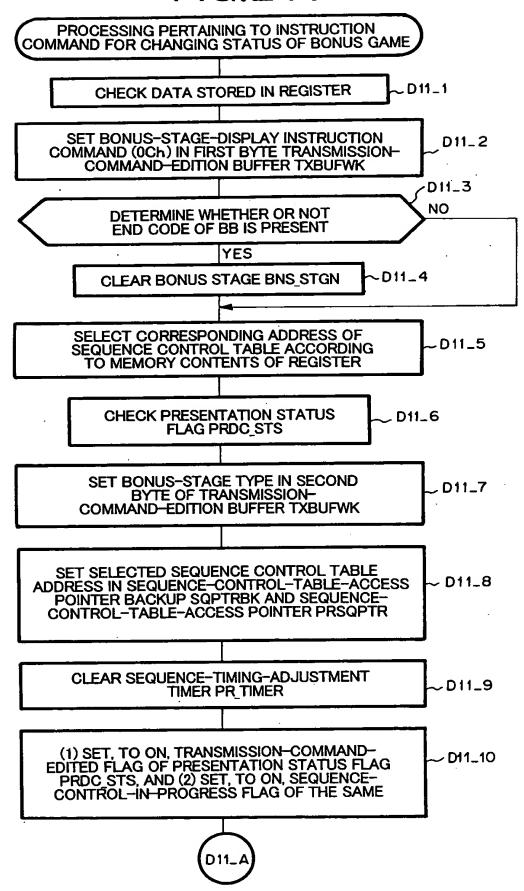












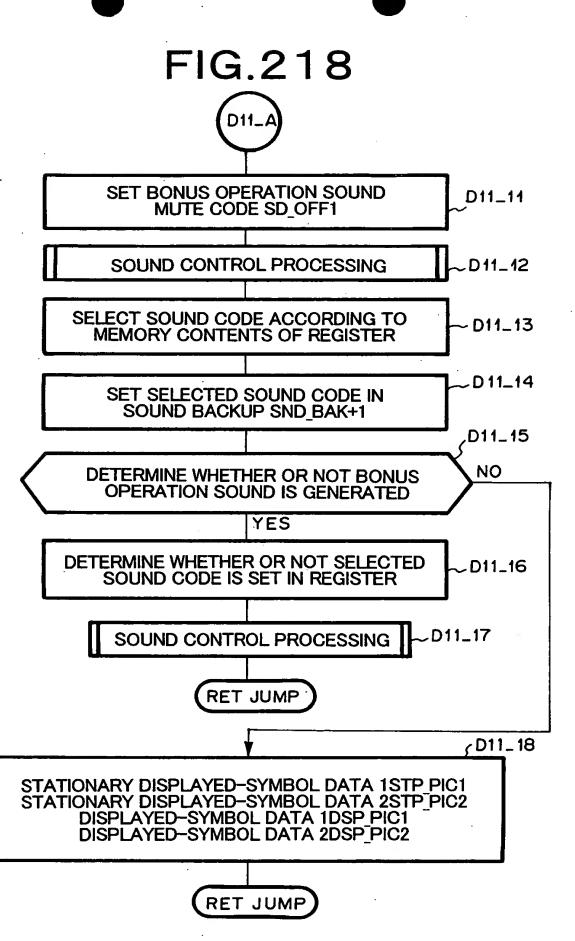


FIG.219

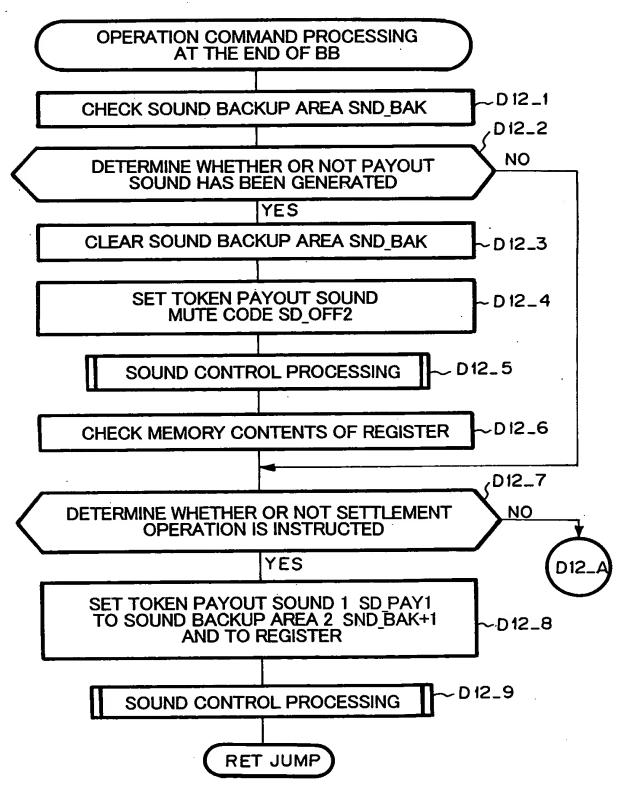
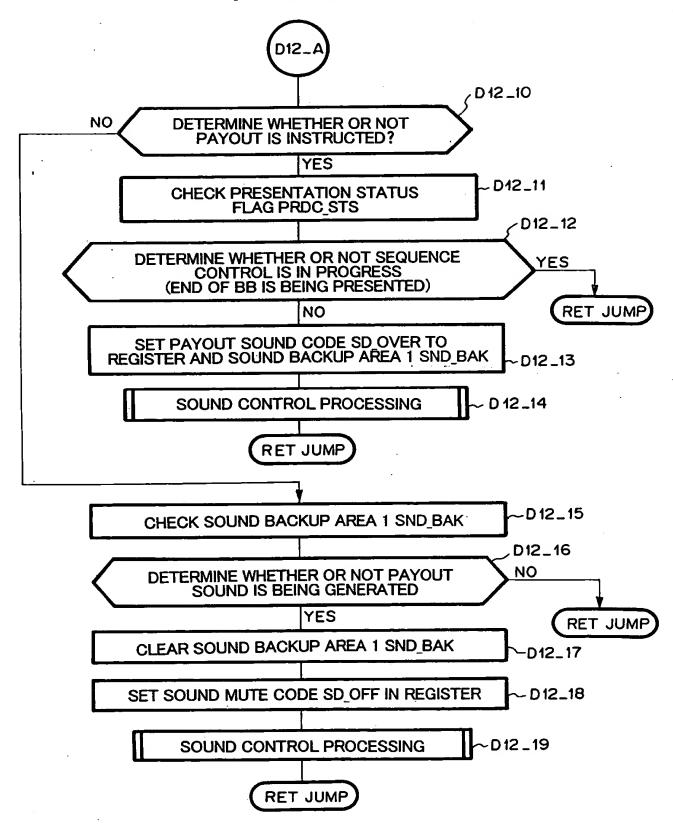
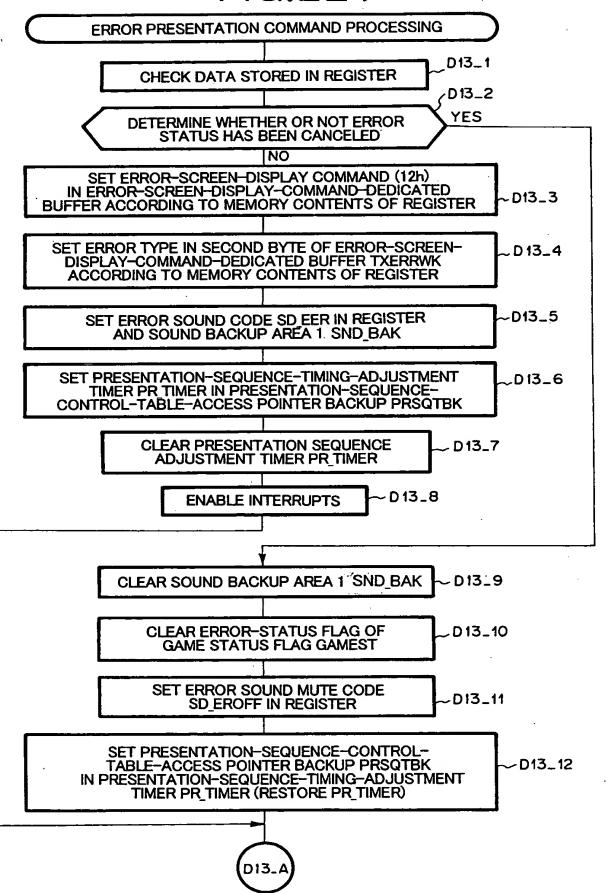
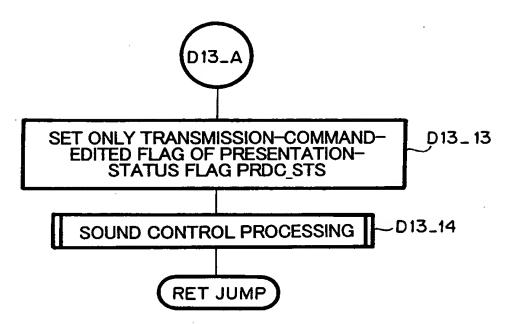
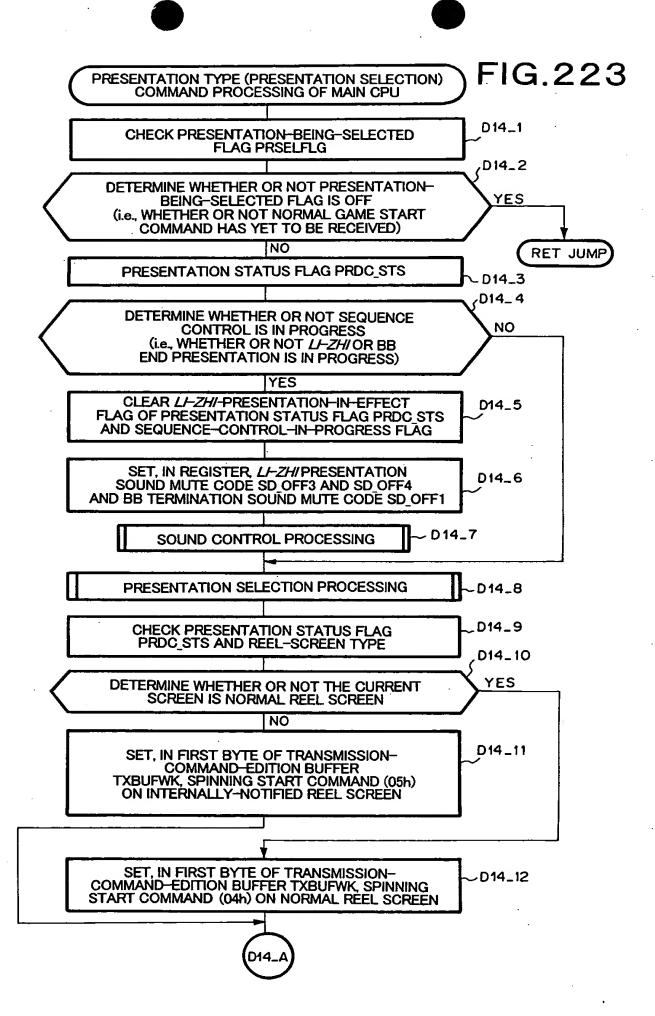


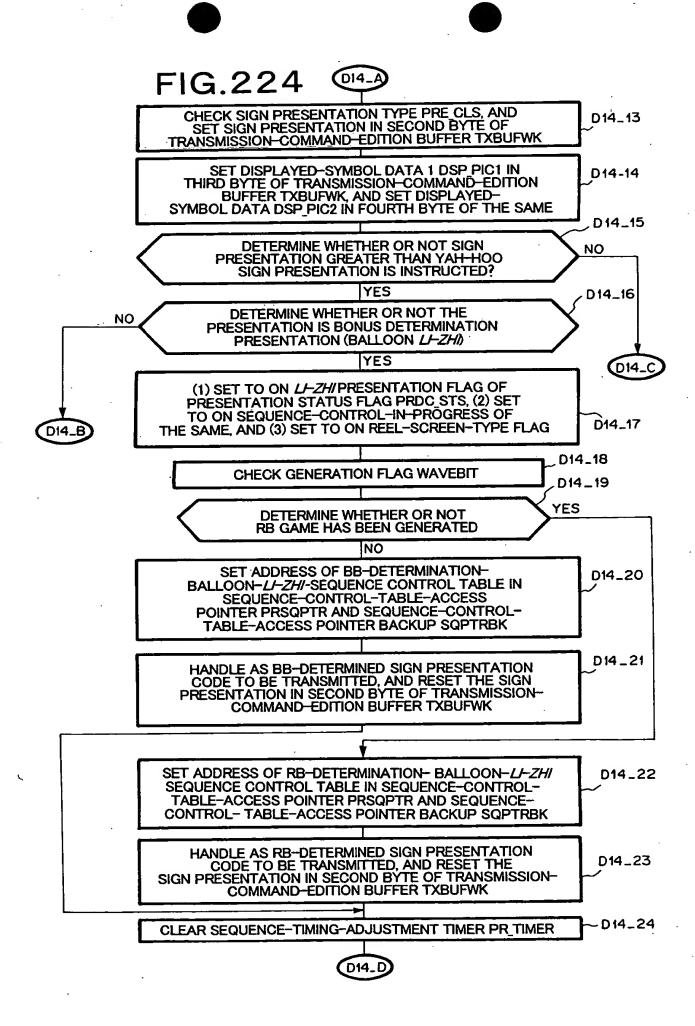
FIG.220

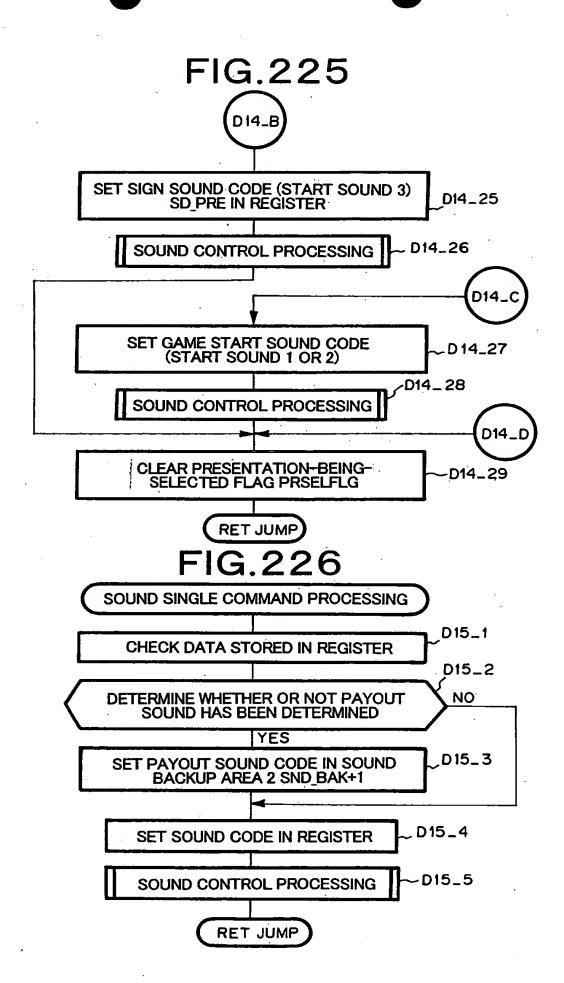


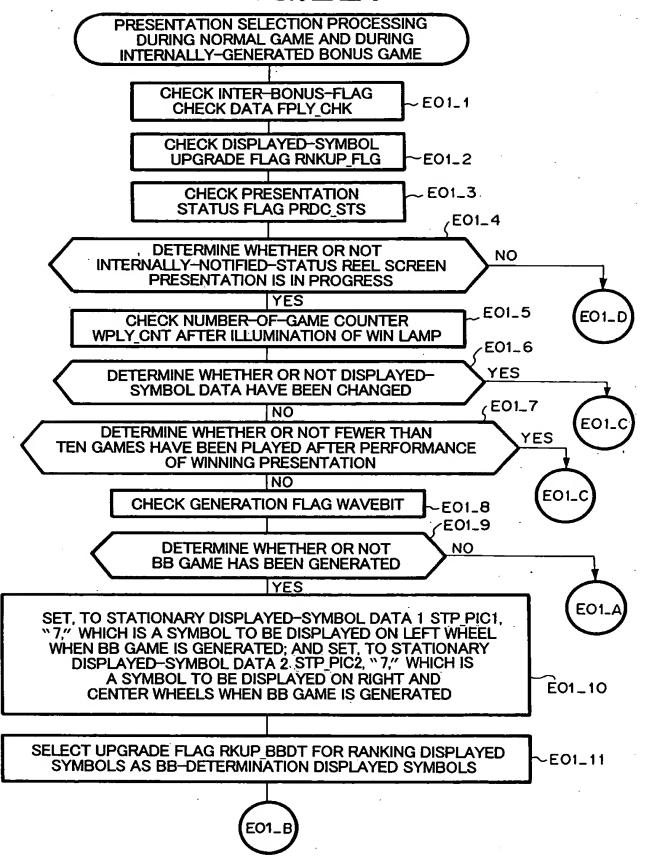


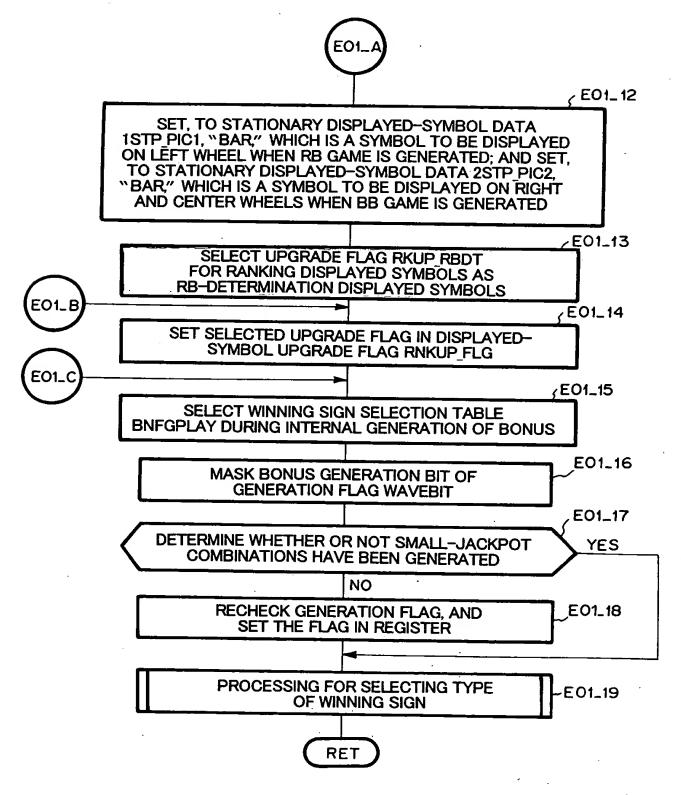




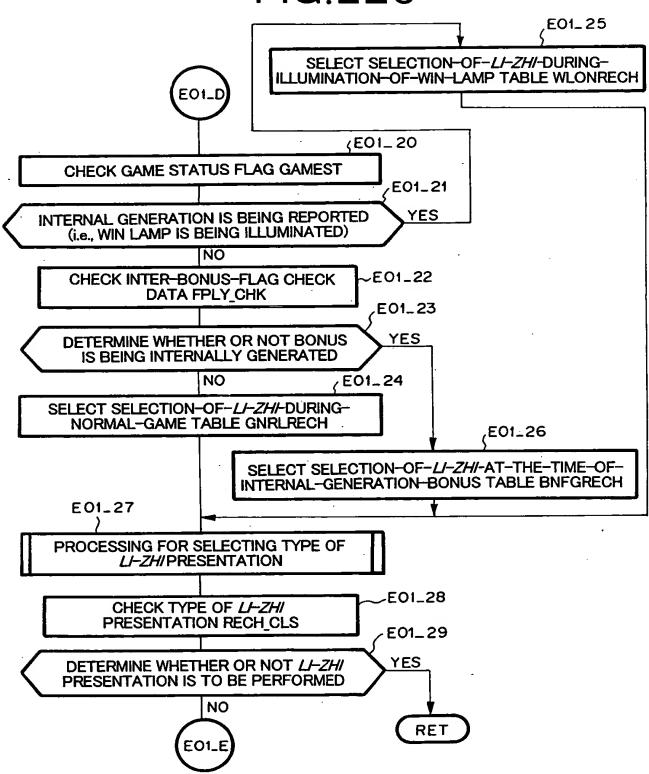


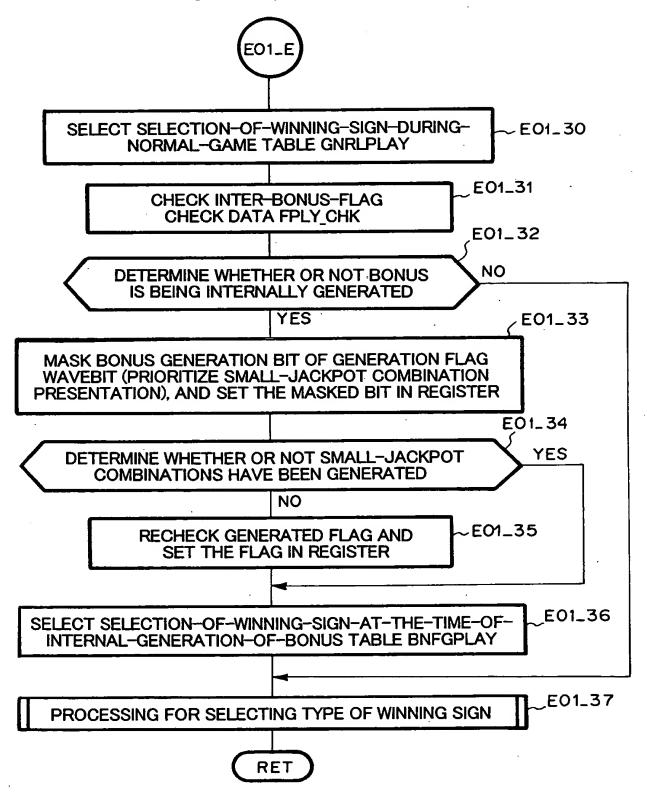


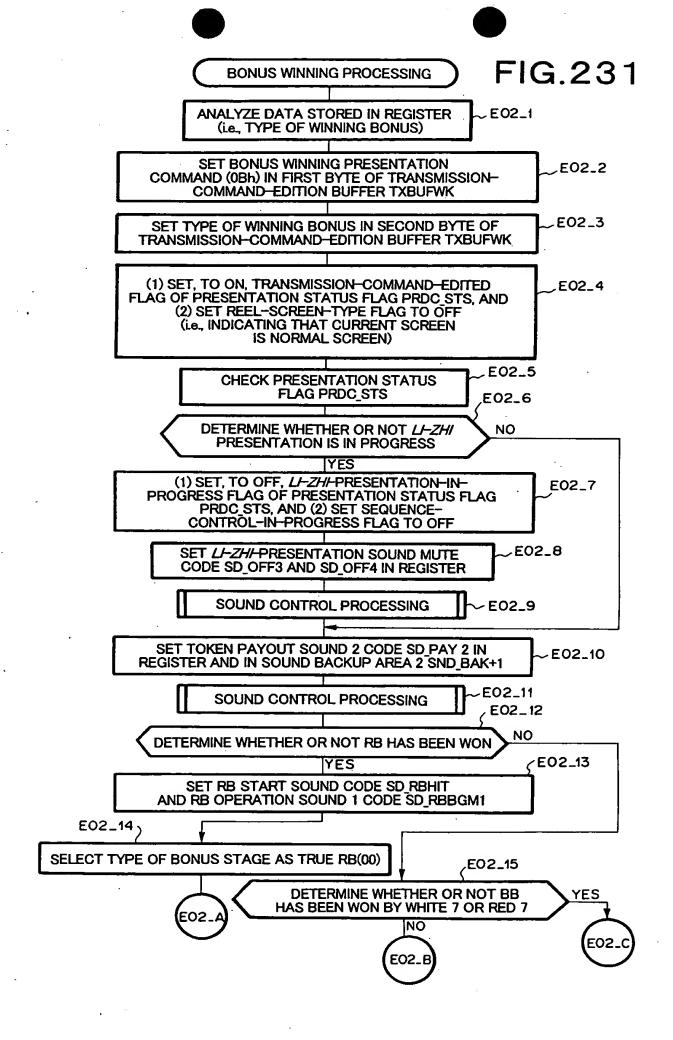


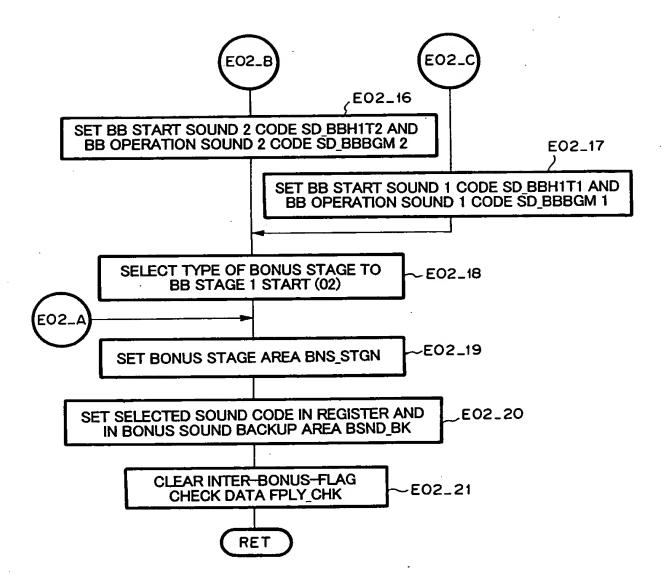












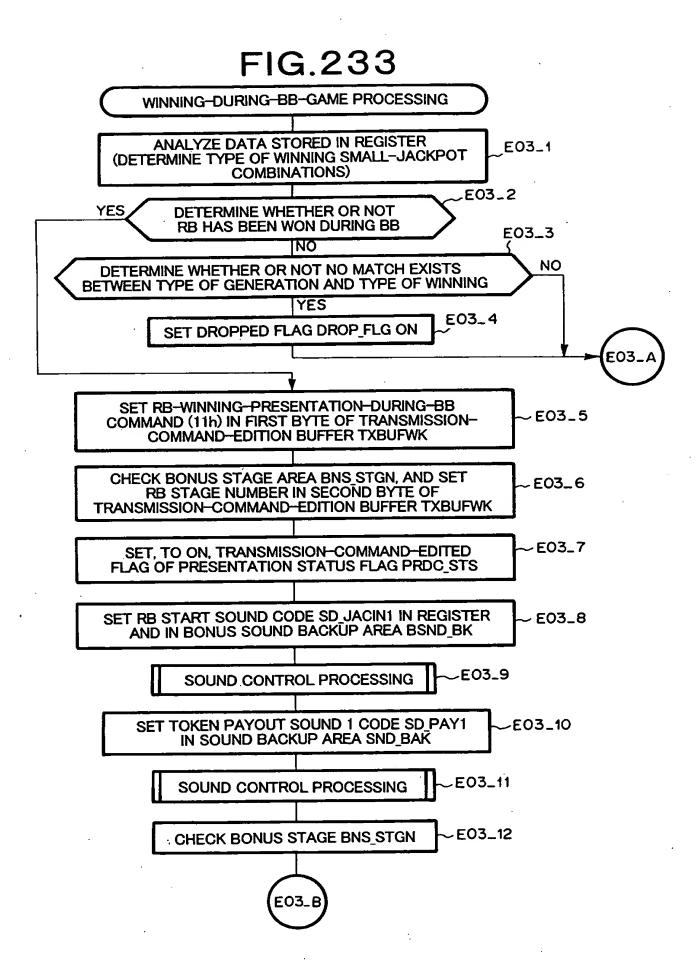
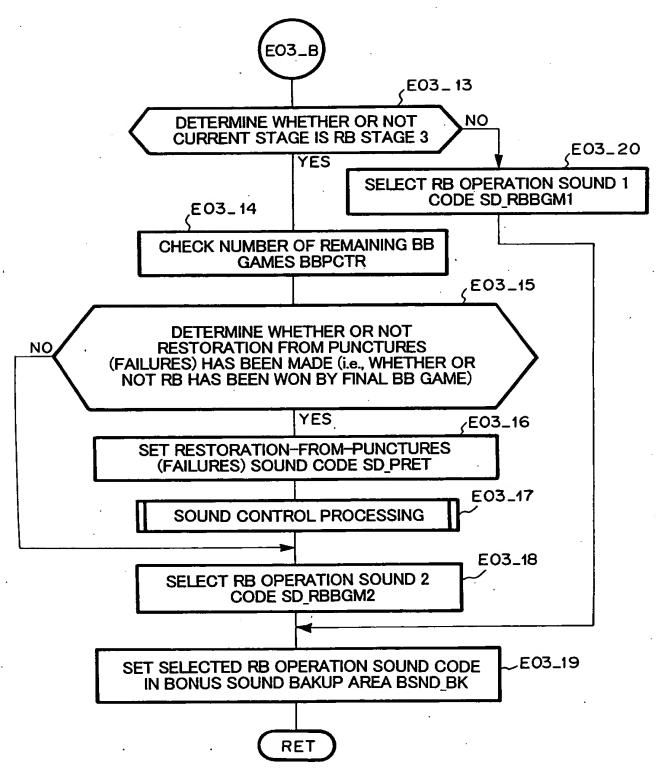


FIG.234





E03_21

SET WINNING-OF-SMALL-JACKPOT-COMBINATION-BY-RB-PLAY-DURING-BB COMMAND CODE DSP_BNHIT (10h) INTO FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03_22

CHECK BONUS STAGE BNS STGN, AND SET BB STAGE NUMBER IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03_23

CHECK NUMBER OF REMAINING BB GAMES BBPCTR, AND SET NUMBER OF REMAINING BB GAMES IN THIRD BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

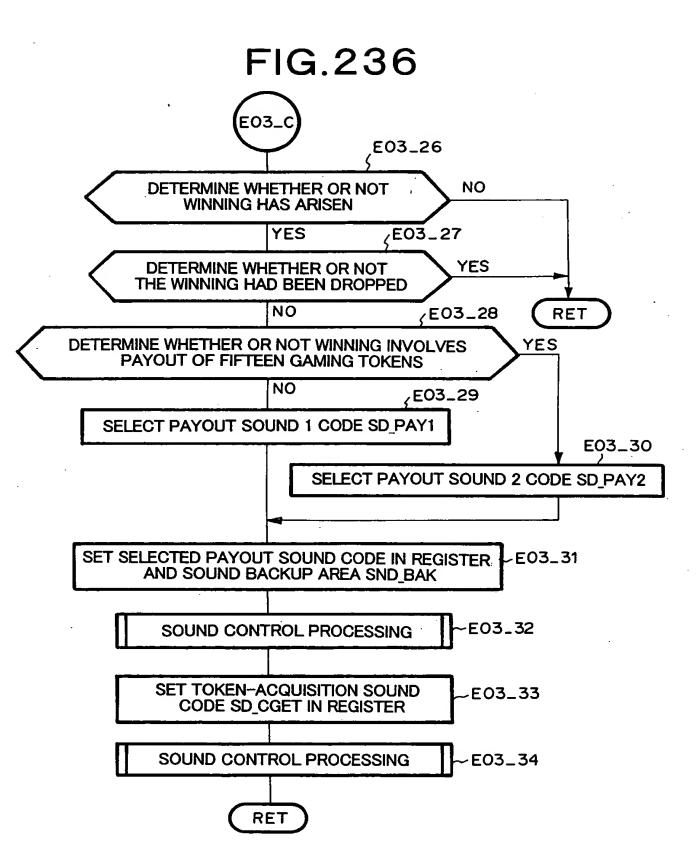
E03_24

CHECK MEMORY CONTENTS OF REGISTER
(i.e., TYPE OF WINNING OF SMALL-JACKPOT
COMBINATION), AND SET TYPE OF WINNING OF
SMALL-JACKPOT COMBINATION IN FOURTH BYTE OF
TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E03_25

SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDS_STS





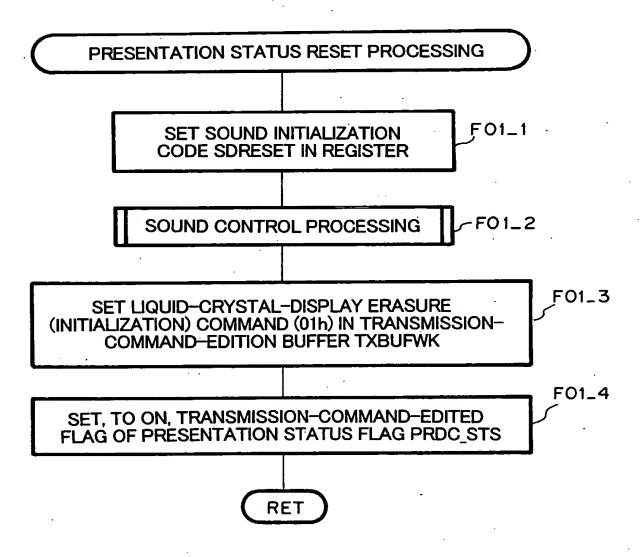
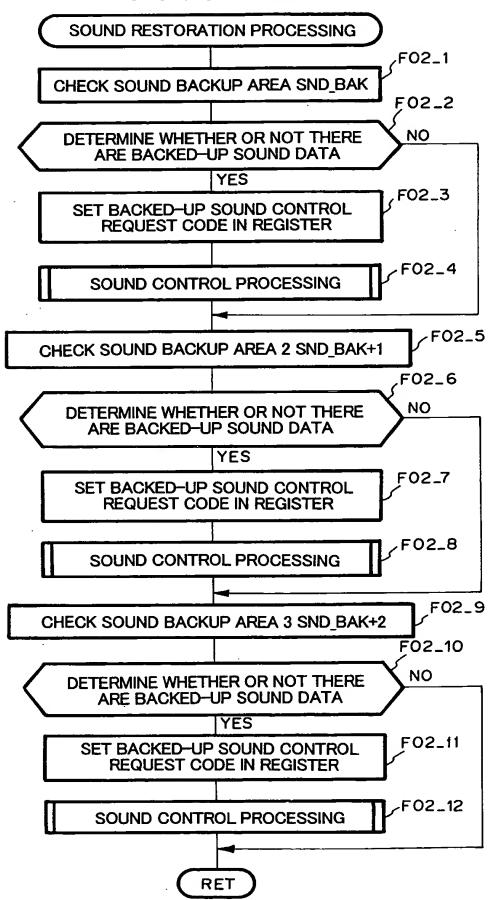
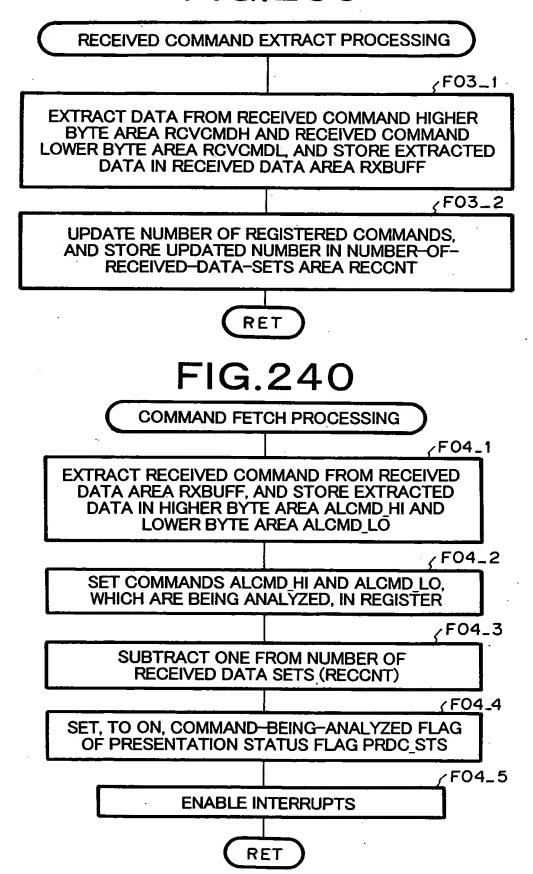
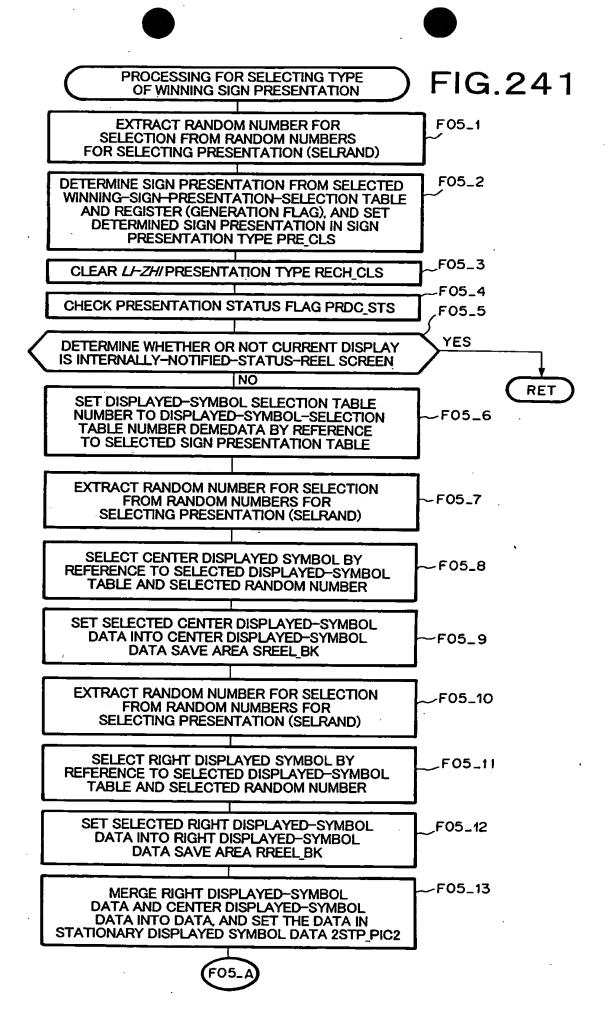
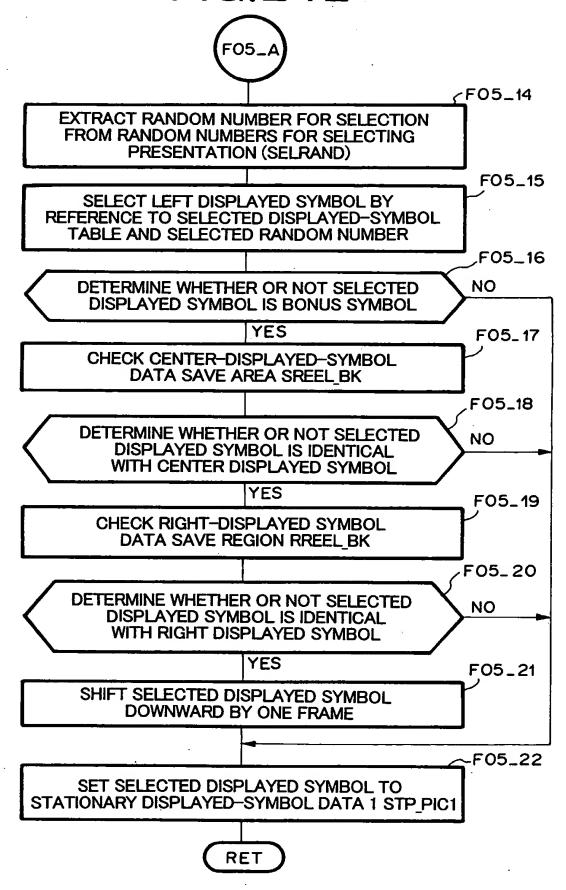


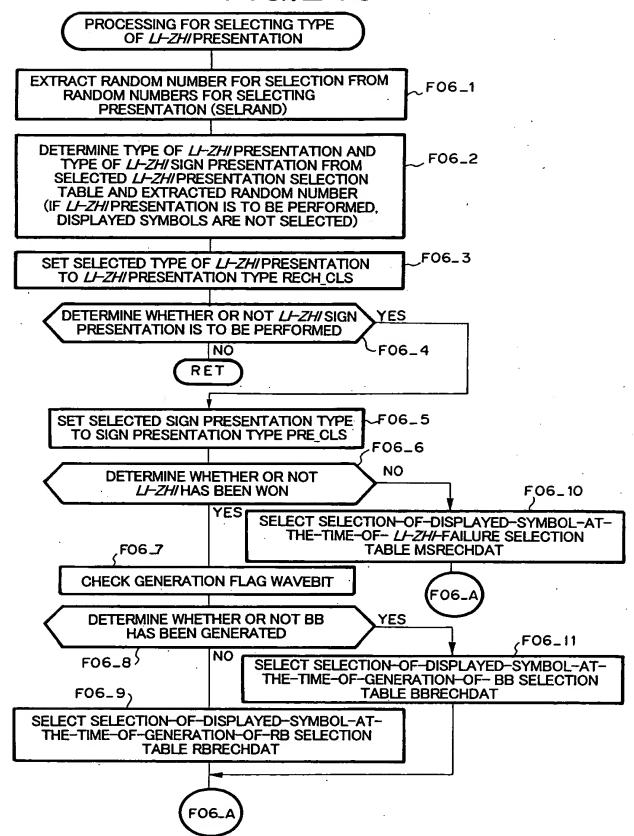
FIG.238

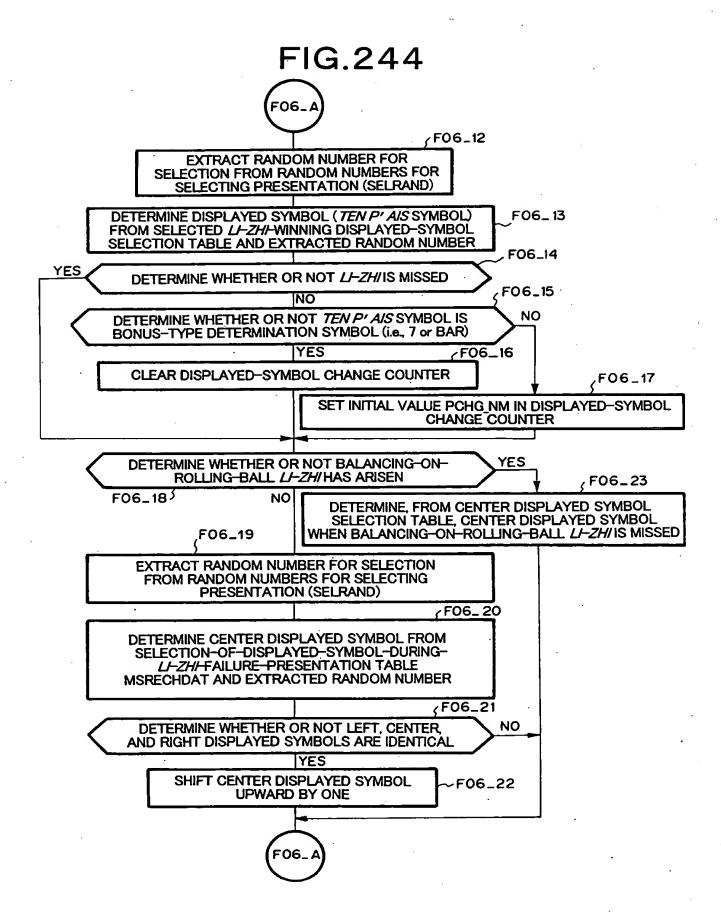


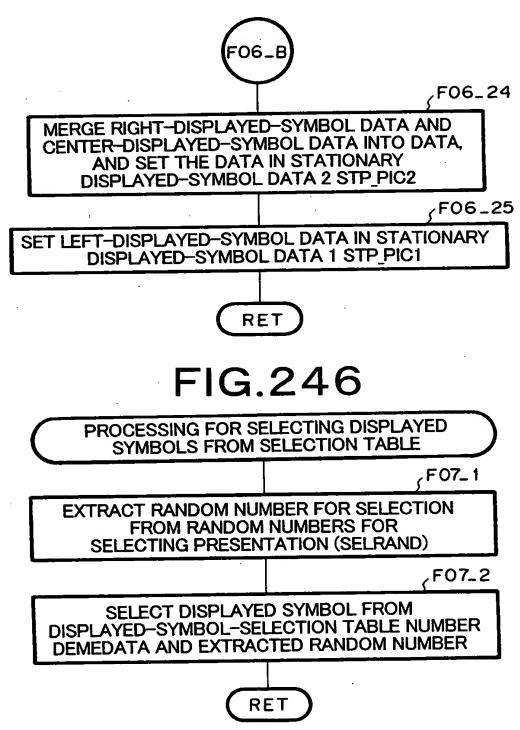


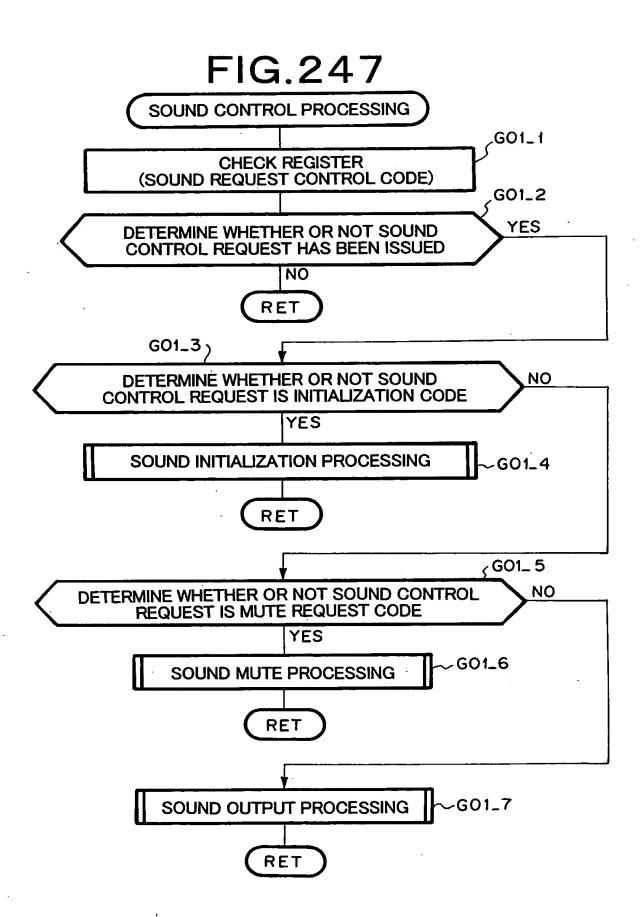


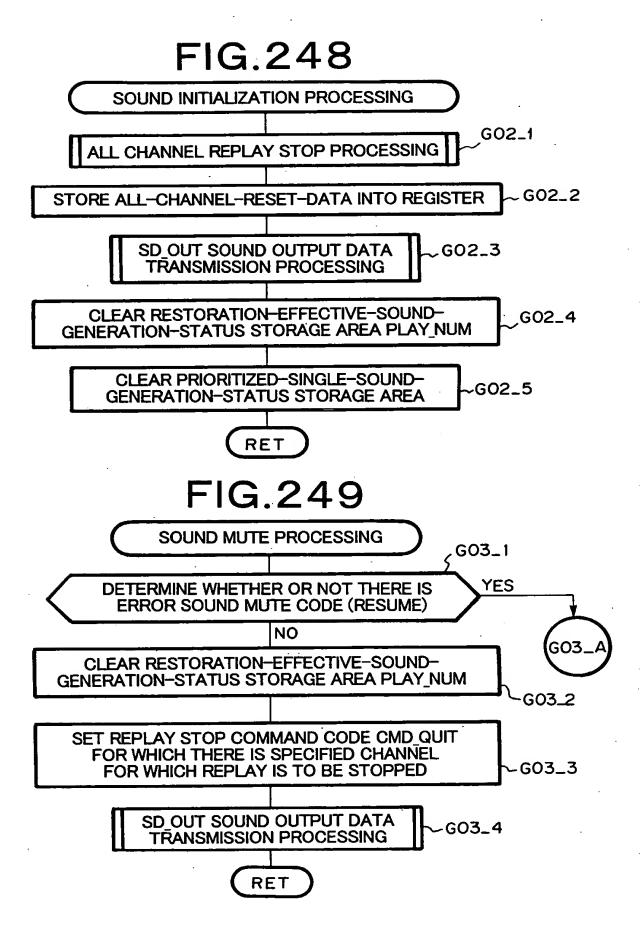


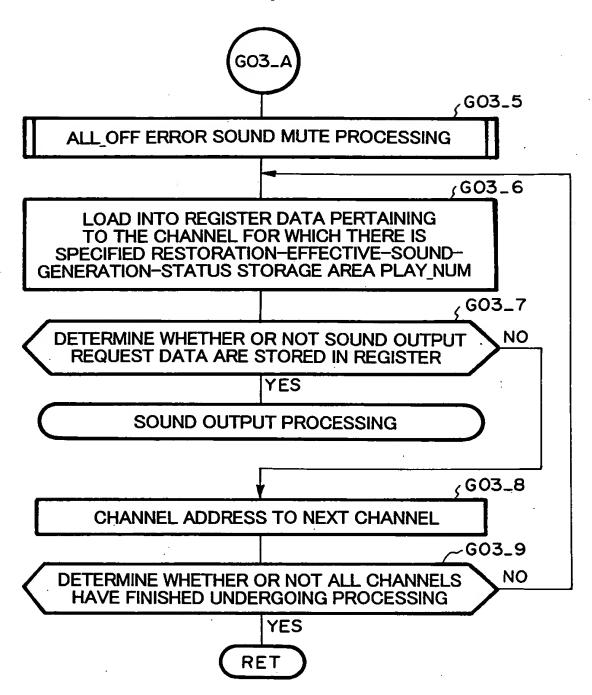


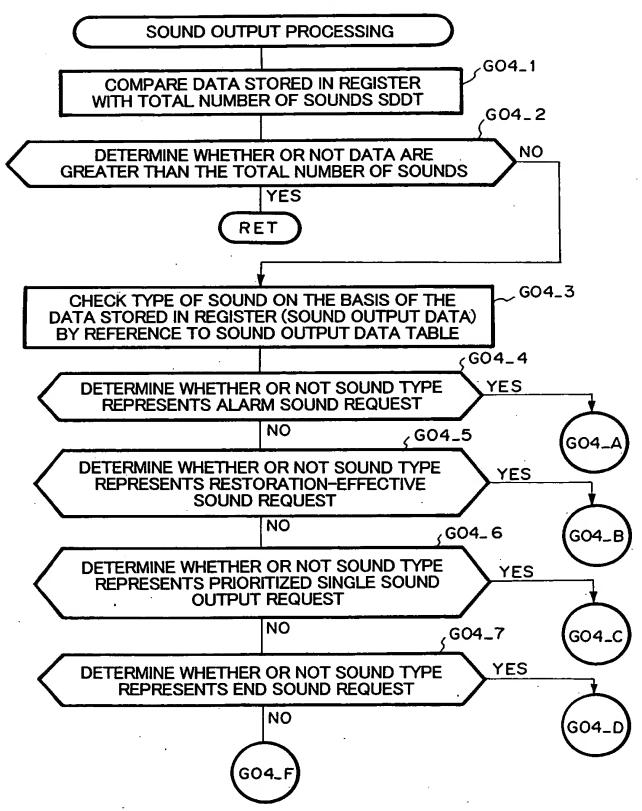


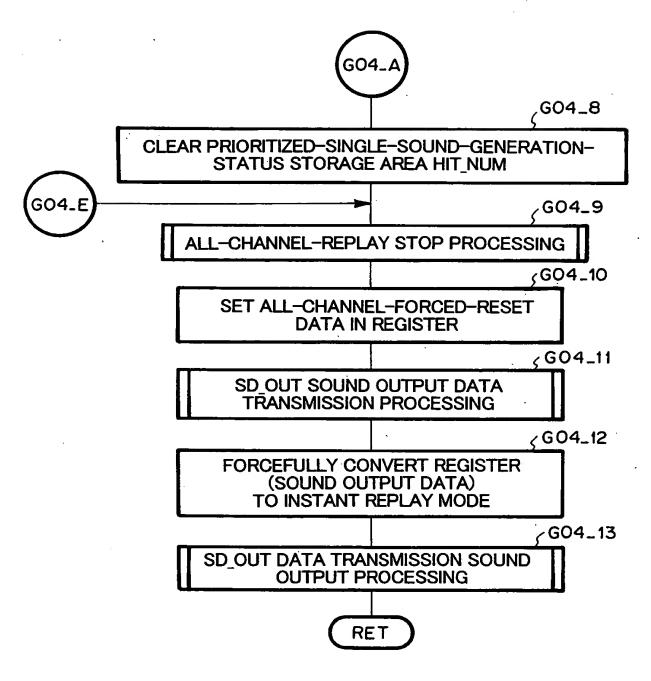


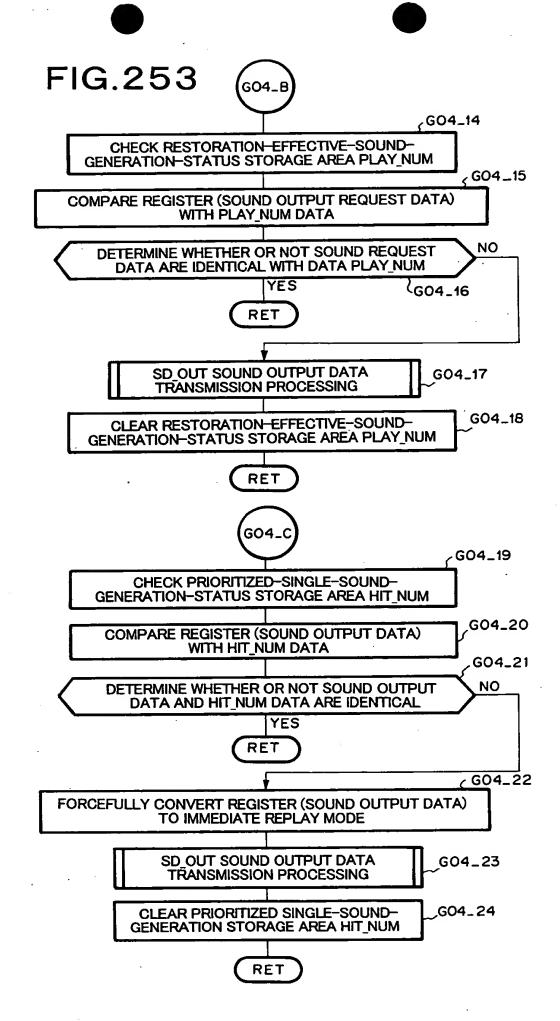


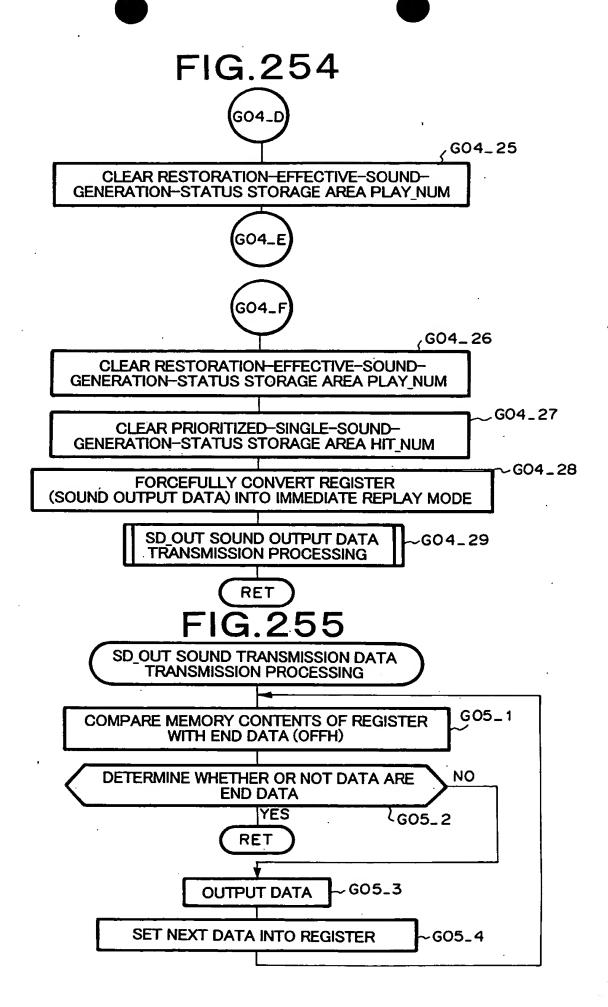












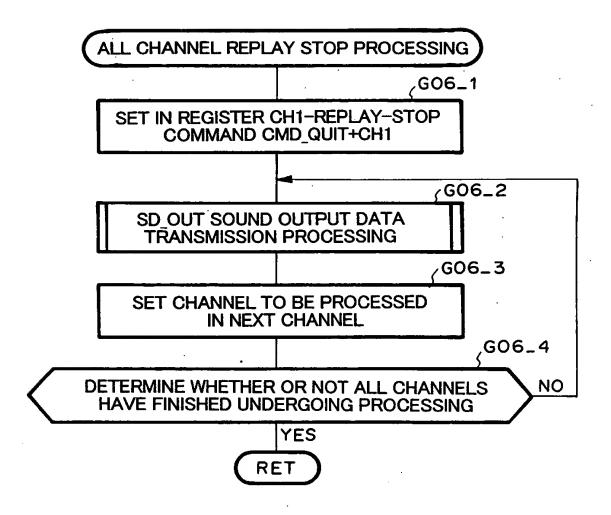


FIG.257

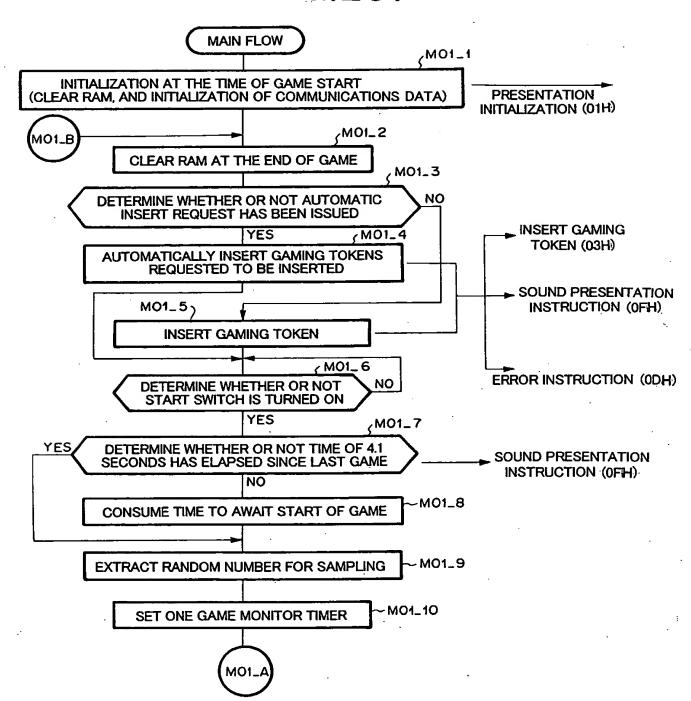
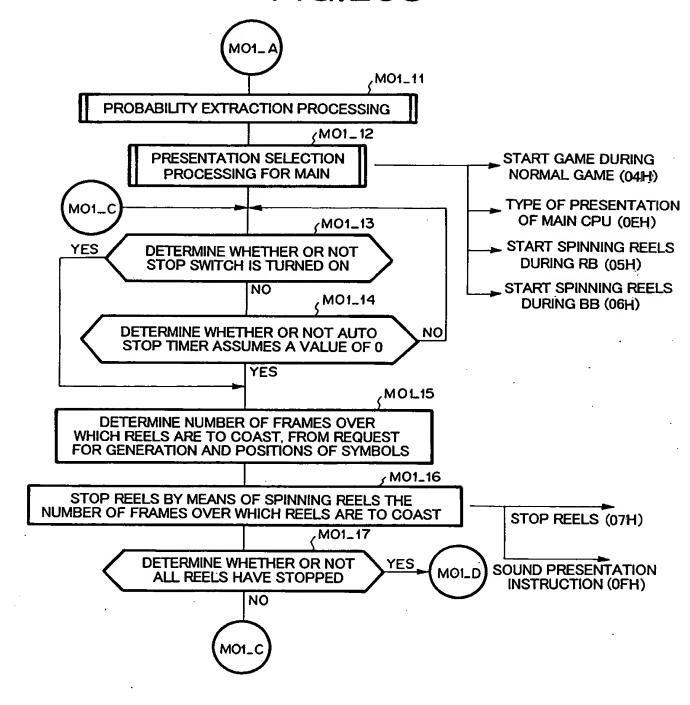
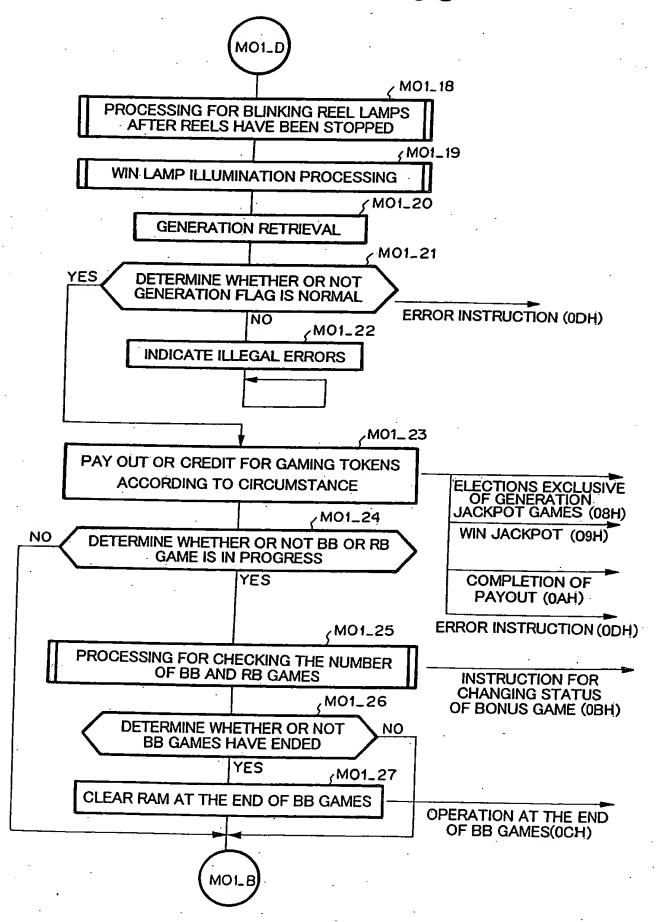


FIG.258





-		_		·	ENERATION					
	BCC		0	- RB OPERATION	EXPECTATION FOR GENERATION OF BB IN PROGRESS	REPLAY IN PROGRESS R IN EFFECT		Z	AY LAMPS)	
	GAME STATUS		b7 b6 b5 b4 b3 b2 b1 b0			ERROR IN EFFECT	— UNASSIGNED	PLAY-OUT IN OPERATION	WINNING BEING NOTIFIED (ILLUMINATE WINNING DISPLAY LAMPS)	NO
40.44	INSTRUCTION LOWER BYTE	·	b7 b6 b5 b4		-				(ILLUMIN	BB OPERATION
	INSTRUCTION HIGHER BYTE		GAME STATUS =	-						

BCC = EXCLUSIVE OR OF INSTRUCTION HIGHER BYTE, INSTRUCTION LOWER BYTE, AND STATUS OF GAMING

BLINKING PATTERN 1

STAGE	BLINKING PATTERN					
	(1)	(2)	(3)			
1 .	(4)	(5)	(6)			
	(7)	(8)	(9)			
	(7)	(8)	(9)			

TIME REQUIRED FOR MOVING PATTERN (103.25 ms)

ILLUMINATED EXTIN	GU I SHED
-------------------	-----------

FIG. 262

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(4) (5) (6) (7)//(8)//(9)//
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 1	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	<i>tiiiii</i>	UIRED FOR MOVING PATTERN (150. 18ms) UMINATED EXTINGUISHED

FIG. 263

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 0	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 1	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	<i>911111111</i>	UIRED FOR MOVING PATTERN (75.09ms) UMINATED EXTINGUISHED

FIG. 264

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN	
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	
, 3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)	
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)	
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	TIME REQUIRED FOR MOVING PATTER (150.18ms) ILLUMINATED EXTINGUISHE		

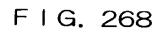
FIG. 265

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	TIME REQ	ON OFF

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 0	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(4) (5) (6) (7) (8) (9)	1 1	(1) (2) (3) (4) (5) (6) (7) (8) (9)
. 4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	12	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 4	(1) (2) (3) (4) (5) (6) (7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 5	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) (3) (4) (5) (6) (7) (8) (9)	TIME REC	QUIRED FOR MOVING PATTERN (150.18ms) ON OFF

FIG. 267

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(4) (5) (6) (7) (8) (9)	1 1	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (4) (5) (7) (8) (9)	1 2	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 4	(1) (2) (3) (4) (5) (6) (7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 5	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) (3) (4) (5) (6) (7) (8) (9)	TIME RE	QUIRED FOR MOVING PATTERN (75.09ms)



STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1.0	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 1	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 2	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 3	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 4	(1) (2) (3) (4) (5) (6) (7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	1 5	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) (3) (4) (5) (6) (7) (8) (9)	TIME RE	QUIRED FOR MOVING PATTERN (103.25ms) ON OFF